LongRifle

Man to man skirmish on the American frontier

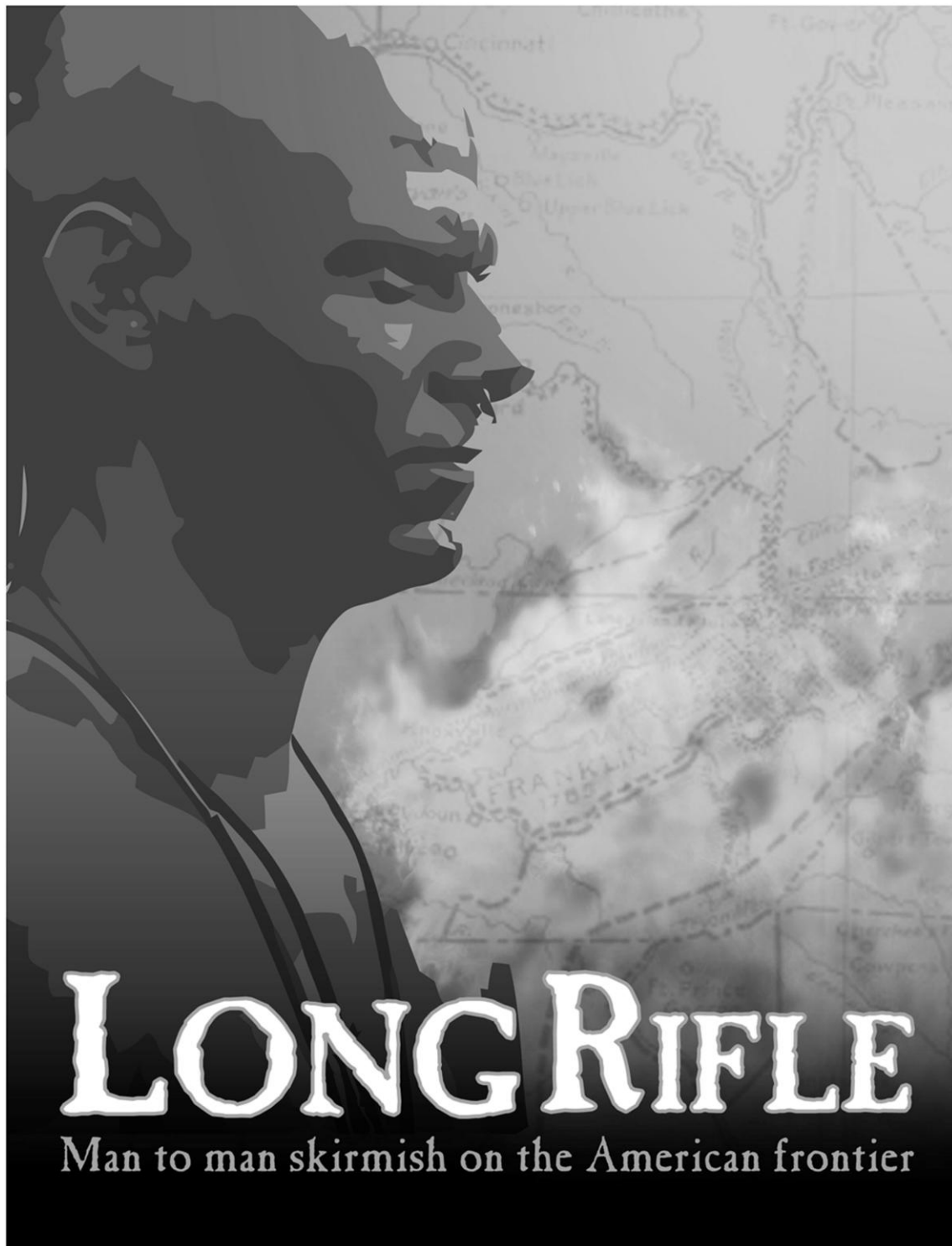# LONG RIFLE

Man to man skirmish on the American frontier

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LONG RIFLE

INTRODUCTION

Long Rifle is the black powder period immersion game [1] centered on the French and Indian War. Your role is to gain fame and fortune while leading a small band of men through encounters and adventures. You will gain fortune by hunting and trapping wild animals and fame based on your exploits and success. During your adventures you will meet friends and confront enemies. You start out independent not taking sides in the conflict but staying that way may be a challenge.

Long Rifle is compatible with *Muskets and Mohawks,* the unit based game of the French and Indian War. When combined think of them as the movie, *Last of the Mohicans.* For the large battle in the field where the Indians ambush the British you would use *Muskets and Mohawks.* For the smaller actions such as the ending of the movie *Long Rifle* is perfect. Both sets may be used for the American Revolution, the Napoleonic Wars and any other period that used black powder.

Before we go into detail about the game let's explain the cornerstone of all Two Hour Wargames, the Reaction System.

(1) An immersion game is one where the players take the role of individual characters trying to gain experience and rewards that will allow them to grow in abilities. Although immersion games share some common elements with Role-Playing Games (RPGs) there is a dramatic difference. The difference between immersion games and Role-Playing Games is that in an immersion game you have a combat system that can be used alone to recreate small skirmishes in a <u>realistic</u> manner. Think the Last of the Mohicans movie or the Sharpe's Rifles television series covering the Napoleonic Wars.

TRADITIONAL TURN SEQUENCE

All games are played in turns which decide when players are allowed to perform certain actions. *Traditional games* use a turn sequence known as "IGO, UGO". This means that I take my turn and when finished you take your turn. In wargames this usually means I move my figures, fire weapons, we do some melee and maybe you do a morale test or two. Then it's your turn to do the same.

THW uses what is called the *Reaction System*. In this system your side activates and you move part of your force. That triggers a reaction from parts of my force. I immediately react and this may cause you to react in kind. Here's an example of both systems using one figure on each side.

IGO UGO

Our figures start on opposite sides of a building *and are out of sight* of each other.

- It's my turn and I move first.
- I move my figure around the corner and see your figure.
- I shoot at your figure.
- You either get hit or not.
- If you get hit I see how bad the damage is.
- If you don't get hit maybe you take a morale test or maybe you don't.
- Now it's your turn.
- If you stay where you are you shoot at me.
- You either hit me or not.
- If you get a hit you see how bad the damage is.
- If you don't get a hit maybe I take a morale test or maybe I don't.
- Now it's my turn again.

The big thing is I get to move and shoot at you when it's my turn and you can't do anything about it.

THW REACTION SYSTEM

Now let's go through the same scenario using the Reaction System. Our figures start on opposite sides of a building and *are out of sight* of each other.

- I *activate* and move first.
- I move my figure around the corner and your figure can see me.
- You take an In Sight Reaction Test.
- Maybe you shoot at me.
- Maybe you don't.
- If you do shoot at me either you hit me or you miss.
- If you hit me you see how bad the damage is.
- But if you miss me I take a Received Fire Reaction Test.
- Maybe I shoot back at you.
- Maybe I duck back for cover.
- Or maybe I runaway.
- We continue to fire back and forth until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.
- When all my actions and all reactions that they have caused are finished, it's your turn to activate.

The big thing is you immediately get to react to what I do, during my turn, just like in real life.

There are a variety of Reaction Tests in *Long Rifle* but don't let that discourage you. You'll be using only two of them 95% of the time. After a few turns you'll have them

memorized and will rarely refer to the rules. It's that simple.

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop sign* at the end of each section. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Yahoo Group linked below for answers to questions and free downloads.

http://games.groups.yahoo.com/group/twohourwargames/

With over 5000 members you can expect a response within 24 hours.

Now let's get started.

NEEDED TO PLAY

You will need a few things to play *Long Rifle*. They are:
- Six-sided dice, also called d6. It is best to have at least six of them and the more you have, the quicker games will play.
- One measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- Something to represent a figure that needs to reload its weapon. Cotton balls work great for this.
- A flat surface at least 3'x3' but you can play with a larger one if desired.

DICE

During the game you will be required to roll dice (d6) in a variety of ways. They are:
- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2D6

PASSING DICE

To *pass dice* roll a number of d6 and compare each die score individually to the *Target Number.* The Target Number can be *Reputation (page, 5)* or something entirely different.
- If the score is *equal or lower* than the *Target Number* the d6 has been *passed.*

- If the score is *higher* than the Target Number then the d6 has not been passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner.
- Isn't passing 0d6 like failing 2d6? No, because we are counting the number of *passed* dice.

Example - The Charge into Melee Table (page, 21) is used by rolling 2d6 versus the Rep of the figure. The Indian figure has a Rep of 4. I roll 2d6 and score a 5 and 2. The Indian has passed 1d6 as only the 2 is equal or lower than the Rep of 4.

COUNTING SUCCESSES

Another way to use d6 is to roll them and count *successes*.
- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example: An Indian is in melee and rolls a total of 6d6. It scores a 1, 2, 2, 3, 5, and 6. He has scored 4 successes, a result of 1, 2, or 3.

POSSIBILITIES

Sometimes there are numbers in parenthesis such as (1-2). Immediately roll 1d6. If the number is scored then that event has happened.

Example – I roll for terrain and a road is called for. It will extend into adjacent sections leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6). I roll a 5. The road extends across the width of the table.

READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6 in this way you add the scores together to get a total.

Example – On the Terrain Generator Table (page, 26) I roll a 3 and a 6 for a total of 9.

1/2 D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:
- Roll 1d6.
- (1-2) = 1
- (3-4) = 2
- (5-6) = 3

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 to roll. When a word appears

that means 1d6 for each point of whatever word. When the "#" symbol appears in the Ranged Combat Table (*page, 17*) it means roll 1d6 for each figure firing.

Example - I establish Line of Sight (page, 16) to a PEF (page, 33). I must immediately resolve it. I look on the PEF Resolution Table (page, 35) and see a 2 in the upper left hand corner. I roll 2d6 versus the Rep of the PEF.

FIGURES AND TERRAIN

Literally hundreds of figures can be used with *Long Rifle*. There aren't any official figures so play with whatever you have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *Long Rifle*. If you don't have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

http://games.groups.yahoo.com/group/twohourwargames/

Note that the rules are written for 28mm and if using a different scale adjust accordingly.

BASING FIGURES

The easiest way to base figures for *Long Rifle* is one foot figure on a round or square base. A mounted figure's base should be as deep as needed. Whatever size bases you decide to use be sure to use them consistently.

Wagons and artillery pieces do not need to be based but if they are use the smallest base necessary.

DEFINING FACING

Charging onto or shooting to the rear of an enemy depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker <u>must begin and end its movement</u> behind the rear facing of the target.

- The front facing is defined as 180 degrees to the front of the figure. Any figure, building, or terrain feature within this facing is considered to be In Sight.

- The rear facing is defined as 180 degrees to the back of the figure. Any figure, building, or terrain feature within this facing is considered to be Out of Sight.
- The following illustration helps to define the front and rear facings.
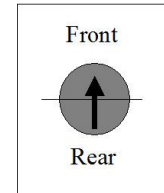
TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the *Quick Reference Sheets* also called the QRS. When reading a section it is recommended that you review the table in question.

WHY SO MANY?

Tables help to tell the story. Your *Long Rifle* games can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic Reaction Tables. If you want a realistic campaign then use the additional tables that are provided. *Long Rifle* is like a toolbox. You may not need all the tools but they are there when you do!

GAME BASICS

In *Long Rifle* each player controls one band of figures. This will range in size from one to five figures and will change as the campaign moves along. Regardless of how many figures are in the band they all share some common traits that define how they behave during the game.

DEFINING FIGURES

Note that in Long Rifle the terms character and figure are interchangeable.

Five things define each figure:
- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- Does it have any *Special Attributes*?
- What is its *Profession*?

- What type of *Weapons* does it have?

STARS AND GRUNTS

There are two types of figures, called *Stars* and *Grunts*.

STARS – This figure represents you, the player. *We suggest your Star begin with a Reputation of 4 or 5.* If desired feel free to create Co-Stars or other Non-Player Stars such as a local Indian Chief.

GRUNTS – These are the figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. Grunts are controlled by the game mechanics. This allows players to play by themselves *(Solo, page, 29)* or cooperatively with their friends *(Same Side, Page, 29)*.

WHY USE STARS?

Note that the use of Stars is totally optional.

One question that may be asked is why do we use Stars in Two Hour Wargames? It's because of the Reaction Tests *(page, 14)*.

All Grunts are controlled by the Reaction Tests. They will behave according to their quality and training but more importantly will respond to the situations that *you* put them in. *Grunts will behave in a realistic manner that balances a desire to stay alive with the desire to do their job.*

But Stars? That's you. You will see that you have much more freedom, as in real life, to do what you want, as well as some distinct advantages that separates you from the Grunts.

STAR ADVANTAGES

As a Star in *Long Rifle* you have four important advantages. Use all, some or none as you see fit. They are:

- Star Power
- Larger Than Life
- Cheating Death
- Free Will

STAR POWER

Usually reserved for Stars but you can give them to some special Grunts if you like, Star Power is the ability to reduce damage. Here's how we do it:

- Stars begin each game with Star Power equal to their Rep.
- Whenever a figure with Star Power takes damage from any type of ranged fire or in melee (hand-

to-hand combat) it will roll a number of d6 equal to its Star Power. Read each d6 as rolled:

- Any result of 1, 2, or 3 reduces the damage by one level.
- Any result of 4 or 5 means the damage stays but the d6 is retained for future use.
- Any result of 6 means the damage stays but that die is removed from the figure's Star Power *for the rest of the Encounter*.

Damage is reduced in the following ways:

- An *Obviously Dead (page, 15)* result becomes an *Out of the Fight (page, 15)* result.
- An *Out of the Fight* result becomes a *Stunned (page, 16)* result.
- A *Stunned* result becomes a *Carry On (page, 15)* result.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit by smallarms fire. He takes one Out of the Fight and One Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.

The results are 2, 2, 3, 5, and 6.

He uses the first 2 rolled to reduce the Obviously Dead result to an Out of the Fight result. He further uses the second 2 to reduce this result to Stunned. Next he uses his last success, the 3, to reduce the other OOF result to a second Stunned.

The 4 and 5 have no effect and the 6 means the d6 is discarded and the Star has only 4 points of Star Power for the remainder of the Encounter.

The Star has effectively reduced his damage from Obviously Dead to Stunned. Stunned damage is not cumulative.

LARGER THAN LIFE (LTL)

Long Rifle can be used to capture the *cinematic flavor* of modern action movies where the Star is a *larger than life* character. This is represented in the following way.

- Stars cannot be killed by anyone with a Rep lower than the Star. The worse result a Star could receive would be *Out of the Fight.*

Example- A Scout Star (Rep 5) is shot by an Indian Warrior (Rep 4). The Indian scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is using his Larger than Life advantage and is Out of the Fight instead.

Note that Larger Than Life is applied after Star Power is used.

CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *cheating death*. He is immediately removed from the table and whisked to safety.

When a player chooses to cheat death his Rep is immediately reduced by one level.

> *Example - A Scout Star (Rep 5) is shot by a French Regular soldier (Rep 5). The soldier scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is Cheating Death and is whisked from the table to safety. He is still alive but is now reduced to Rep 4.*

Note that Cheating Death is applied after Star Power is used.

FREE WILL

Each time a Star must take certain Reaction Tests he can *choose which of the three possible results he wants to do without rolling dice.* These are the following tests and are noted with an asterisk (*) next to it on the QRS:
- Received Fire *(page, 14).*
- Man Down *(page, 14).*
- Cohesion Test *(page, 15).*

Free Will *does not* apply to the following two Reaction Tests.
- In Sight Test *(page, 11).*
- Recover From Knock Down *(page, 16).*

> *Example - French Regular Sergeant Picard (Rep 5) is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and carry on.*
>
> *Later Sergeant Picard is hit by fire and must take the Recover From Knock Down Test. He cannot choose his reaction so rolls 2d6. He passes 2d6 so is Stunned. He can now use his Star Power (page, 4).*

REPUTATION

Reputation (Rep) represents a combination of experience, morale, and motivation and is an expression of a figure's overall fighting quality. Below are brief descriptions of the Reputation levels used in the game.
- **REP 6:** Men of exceptional quality; backwoodsmen or warriors of great renown.
- **REP 5:** Men adept at surviving and thriving in the wild. Veterans of many years on the frontier or fearless warriors that have answered the call to battle many times.
- **REP 4:** Reliable frontiersmen and warriors of some experience, the majority of people you will meet.
- **REP 3:** New to the frontier or those with little motivation or hardiness. Not long for the frontier.
- **REP 2:** Usually reserved for the extremely old or young or those who are sick or infirm and only used in specific scenarios.

There is no maximum Rep for a Star.

SPECIAL ATTRIBUTES

Special Attributes are used to further define the different characters found in *Long Rifle*. Special Attributes will really make your characters unique but if you desire a simple skirmish wargame then do not use them.

You are free to use these as you see fit. For example you might use them just for your Star, or for your Star's group, or for every figure in your games. The only caveat is that the more *attributes* you have in play, the longer a game may take to finish. Here's how Special Attributes are used:
- Stars will have two attributes.
- Stars *choose* their first Special Attribute.
- Stars must then *roll* for their second.
- Grunts can only have one Attribute and must roll for it.
- When rolling to determine an Attribute roll 1d6 and modify the result if a Star. This tells you which Attribute Table to use.
- Next roll 1d6 and read the result as rolled. This tells you what Attribute you have gained.

1 + 1 SPECIAL ATTRIBUTES
(Read results as rolled)

CIRCUMSTANCE	MODIFIER
Star when rolling for which table to use	+1

1 - 3	ATTRIBUTE
1	**Brawler:** Counts a +1d6 when in melee.
2	**Poltroon:** Rolls only 1d6 when taking the Received Fire Test.
3	**Quick to Quit:** –1 to Rep when taking the Cohesion Test.
4	**Runt:** Counts a -1d6 when in melee.
5	**Slow:** Rolls 2d6 when taking the Fast Move Test but only counts the highest passing d6.
6	**Slow to React:** Counts a -1d6 when taking the In Sight Test.

4 - 5	ATTRIBUTE
1	**Born Leader:** When acting as a Temporary Leader the Born Leader is allowed to use Leader Die.
2	**Charismatic:** Rolls 3d6 when taking the Challenge Test caused by meeting Neutrals *(page, 35).*
3	**Fast:** Normal move is now 10" and allowed to use 3d6 when taking the Fast Move Test counting all three
4	**Fast Loader:** When testing to Reload the figure rolls 3d6 counting the best result.
5	**Heightened Senses:** Counts a +1d6 when taking the In Sight Test.
6	**Nerves of Steel:** Treat Duck Back as if Carry On.

6	ATTRIBUTE
1	**Hard as Nails:** Once during each Encounter the character will treat its *first* Obviously Dead or Out of the Fight result as a Knock Down result instead.
2	**Hawk Eye:** Rolls 2d6 instead of 1d6 when firing a musket or rifle, counting the best score. Does the same with the Ranged Combat Damage roll. If firing from a prone position receives a third d6
3	**Initiative:** Counts one Rep higher for Activation purposes when operating alone.
4	**Lucky Bastard:** Can change a result of Obviously Dead to a miss but only once in the life of the character.
5	**Resilient:** Once during each Encounter the character will treat its first Out of the Fight result as a Stunned result instead.
6	**Stout:** Once during each Encounter the character will treat the first Runaway result as a Duck Back result.

Example - My Star decides to take Hawk Eye as his first Attribute. He must now roll for his second. He rolls 1d6 and scores 2. This is modified to a 3 as he is a Star. He then rolls another d6 and scores a 4. He has gained the Runt Attribute.

PROFESSIONS

Each character will have one of the following *professions.*
- **HUNTER/TRAPPER** - Concerned with hunting and trapping wild animals.
- **IRREGULAR** - Frontiersmen, rangers, civilian military units that are allied to the French or British.
- **SCOUT** - Hires out to escort settlers and soldiers through the frontier.
- **SETTLER** - Colonists and subjects of their respective sovereign, either French or British.
- **SOLDIER** - Members of the French or British Regular army.
- **WARRIOR** -Indian warrior.

Stars can choose a *second profession* if desired.

Example - I decide to play an Indian Warrior. As a Star I choose to add the Hunter/Trapper profession as well.

WEAPONS

Most figures are assumed to have a ranged weapon whether rifle, musket or bow. Some may have a second weapon such as a knife. Weapons are covered in more detail in the appropriate sections.

YEAH, BUT WHERE'S THE…

In *Long Rifle* we have grouped weapons into broad categories. If you don't see a weapon listed, use the stats for a weapon in the category that best fits it.

FORMING YOUR BAND

In *Long Rifle* the game revolves around you and the other characters that make up your band or party and those of your opponents. Let's define the band.
- All have a Leader. In your band you are the Leader.
- All have non-Leader members called Grunts.
- The Leader and the members join together to succeed at a common purpose. Success is

defined by financial gain, fame or something else. This is up to you.

- The members trust each other to stay together for protection, security and a common purpose. Those that violate this trust are expelled from the band.
- Bands revolve around their Leaders. Remove or incapacitate the Leader and the band must find another or wither away.

STARTING YOUR BAND

You will start the game with only you, the Star. You can recruit up to one more figure to your band for each point of Rep that you have. Here's how we do it:

- Roll 1d6 on the Party Generation Table for each recruit modifying the score where applicable.
- The characters that you recruit will have the same profession as you.
- You cannot recruit Grunts with a higher Rep than yours.
- The total number of figures in your band, *including yourself*, can never exceed your Rep. If it does you must *release* any excess Grunts, at your choice.

1	PARTY GENERATION
	(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Settler	-1

#	REP	WEAPON
1	3	As figure.
2	3	As figure.
3	3	As figure.
4	4	As figure.
5	4	As figure.
6	5	As figure.

GROUPS

A *group* is any number of individual figures that will operate together over the course of a turn. *The smallest group is 1 figure, there is not a maximum.*

At the start of the Encounter each side must deploy their figures into groups. Figures that start the turn in the same *group* will activate at the same time.

GROUP REP

Figures in a group do not have to have the same Rep.

GROUP COHESION

Groups will activate based on the Rep of their Leader. For figures to be in the same group they must:

- Remain within 4" of one or more figures in the party.
- Have a LOS to one or more figures in the party and/or be in LOS of one or more figures in the party.

If any of the above two requirements no longer apply, then the figure or figures are in separate groups.
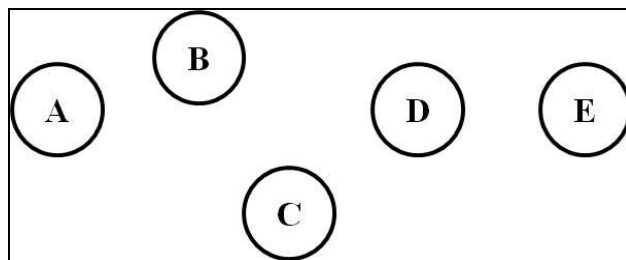
In the picture above we see a 5 figure group. All of the figures are within 4" of another figure.
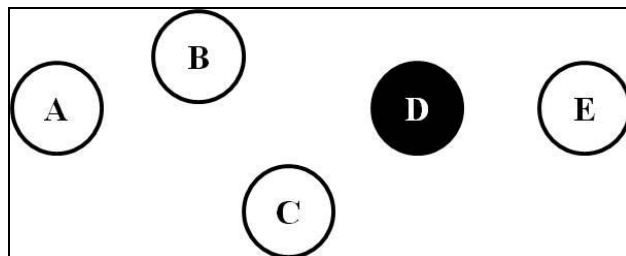
In this picture one member of the group (D) has been hit and is no longer functioning. This could be stunned, out of the fight, or obviously dead but as he is not in carry on status the link between figures is broken. There are now two groups (A, B, and C are one group while E is another) and they will activate separately.

SPLITTING UP GROUPS

Groups are not permanent. You can form up or break apart your group into larger or smaller groups at anytime during the turn when you are active or when forced to by reaction.

For activation purposes groups are defined at the *start* of the turn. You may combine groups during the turn to form a single group. These groups can now move, shoot,

etc. as one group with the restriction that no figure may exceed their available movement.
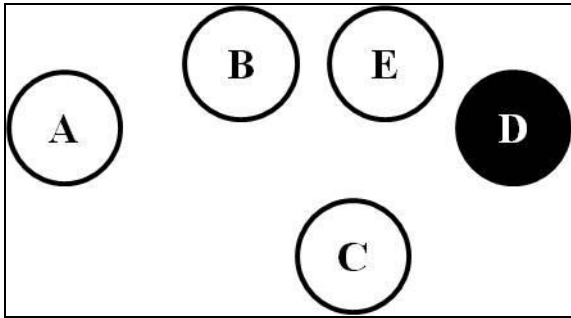
In the above picture E has activated and moved 4" to join the other group (A, B and C). E can now move the remainder of its movement, including a Fast Move, taking A, B, and C with him.

LEADERS

There are two types of Leaders in *Long Rifle.*
- *Star Leaders*. This is you and non-player Star Leaders.
- *Temporary Leaders.* These are the figures with the highest Rep in a group when it is not lead by a Star.

Example - Hawkeye is the Star of a small group of warrior/hunters/trappers. He decides to move off by himself to out flank a large bear while the group moves forward. This effectively splits the group into two. The other group consists of three hunter/trappers, one Rep 4 and two Rep 3s. The Rep 4 is the Temporary Leader of that group.

STAR LEADERS

Star Leaders have two functions in *Long Rifle.*
- They determine when the group will activate based on *his* Rep.
- They are allowed to use Leader Die.

TEMPORARY LEADERS

Temporary Leaders have one function in *Long Rifle.*
- They determine when the group will activate based on *his* Rep.

LEADER DIE

Leader Die represents the ability of the Leader to lead his men, to inspire them to greater effort, and to guide them through tough situations. The Leader Die is an off color d6 that the Leader rolls in addition to his original d6. The result of the Leader d6 is used to influence the 2d6 that he rolls *plus* the 2d6 each figure in his group rolls. Here's how we do it:
- To use the Leader Die roll 1d6 and compare the result to the Rep of the Leader.
  - If the score is equal or less than the Rep of the Leader it has passed 1d6.
  - If the score is higher than the Rep of the Leader it has not passed.
- If the Leader Die is passed all the figures in the Leader's group will add one passed d6 to their own results.
- The Leader Die is rolled even if the Leader does not qualify for the Reaction Test.

Example - William "Billy" Pinkley (Rep 5) is the Leader of a group of Scouts composed of himself and two Grunts, one Rep 4 and one Rep 3. They run into a group of Indian and two of them come under fire. After all In Sight actions are resolved, the two Grunts that came under fire must now take the Received Fire Test (page, 14). Billy does not have to take the test as he was not fired at.

I pick up 1d6 for my Leader Die. I roll 1d6 and score a 3 on the Leader Die meaning that I have passed, based on Billy's Rep, and can now add this pass 1d6 result to however many d6 the Grunts pass.

Each Grunt now rolls their 2d6 individually. The Rep 3 scores a 5 and 4 so passes 0d6 on his own. He adds the pass 1d6 from the Leader Die for a net of pass 1d6.

The Rep 4 Grunt scores a 5 and 3 so passes 1d6 on his own. He adds the pass 1d6 from the Leader Die for a net of pass 2d6.

Note that because the two Grunts passed different numbers of d6 they may behave differently.

STOP!

Here's a quick need to know and a short exercise for you to do:

Long Rifle is a figure based game about Stars and Grunts.

Stars represent you the player and have four advantages over Grunts. What are they?

In addition to Reputation your Star and your group members will have Special Attributes. How do you and they get these Attributes?

What are the six Professions found in *Long Rifle*? How many can your Star have and how do they affect the way you recruit your group?

How many inches between figures can there be and still have group cohesion?

What's a Leader Die? How is it used? Who can use it?

Take a few minutes to answer these questions then recruit your first band. Remember that the maximum size of your band is equal to your Rep. You cannot recruit Grunts higher than your own Rep.

Fill out the info on the Roster sheet. When you have finished move on to the next section, Rules of War.

RULES OF WAR

Now let's go over the rules in *Long Rifle* as you will be exposed to them.

TURN SEQUENCE

Long Rifle is played in turns with each turn divided into two phases of *activation*, one per side. Activation means that the active player can activate (move and other actions) his groups. Although games, called Encounters, can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins both sides choose a d6 of different colors.

Example - I choose a blue d6 for the French a red one for the British.

- At the start of the turn both dice are rolled. This is called rolling for *activation.*
- If the die scores are the same (*doubles*) neither side will activate. Simply re-roll.
- If the die scores are not *doubles* then read each die individually. The higher score determines which side will activate its groups first.

Example - The two dice are rolled and a Blue 5 and a Red 4 are rolled. The French scored higher so they can activate their groups first.

- Only groups led by a Leader with a Rep equal to or higher than their activation die score can be activated.
- Groups are activated from highest to lowest Reps with ties activating in the order the player desires.

Example: A Blue 5 and a Red 4 were rolled. The Blue d6 scored higher so I activates first. I can only activate groups that are led by a Rep 5 or higher Leader. I have a group with a Rep 4 Temporary Leader, it cannot activate but don't worry as you can always react.

- After the first group has completed all its actions *and any reactions it may have caused have been resolved,* the active side is allowed to proceed to its next group.
- After all of one side's groups have been activated the other side can activate one group at a time based on the result of his activation die roll.

Example: A Blue 5 and a Red 4 were rolled. I have finished activating all the groups I wanted to. It is now the Red sides turn. Red can only activate groups that are led by a Rep 4 or higher Leader.

- After both sides have activated all of the eligible groups that they want to and all reactions have taken place the turn is over and activation dice are rolled again signifying the start of the new turn.

This system will mean that many times lower Rep figures will not be able to move. This reflects their lack of confidence and hesitancy to engage the enemy. *It also stresses the importance of putting higher Rep Leaders with lower Rep groups!*

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. *This may be different than traditional rules but is much more effective.*

Let's start with actions.

ACTIONS

When a group is *active* they can voluntarily do one of the following actions.

- Move up to full distance and fire at *anytime* during its move, after any In Sight Test *(page, 12)* has been completed. A group can *always* fire once when active, called active fire, if it has not fired in reaction.
- Stay in place, changing the way it is facing if desired, and active fire.
- Charge into Melee *(page, 20)*.
- Reload a weapon.

In addition the figure can perform this action as well.

- Pick up dropped weapons, theirs or those belonging to other characters and fire it. [1]

(1) This means it is possible for a figure to move, fire a musket, pick up another weapon, continue to move and if it is loaded, fire the second musket.

Example - Hawkeye, Rep 5, decides to Fast Move (page, 10) and rolls 2d6. He passes with a 4 and 5 so can move a total of 9 more inches or 17 inches total. He moves 4" and comes upon a Hurons Warrior. He scores better in the In Sight and fires his rifle, killing him. He continues his move and moves 4" to the downed enemy and picks up his rifle. He now moves 6" more and into sight of a second Huron, they take the In Sight test and he fires again. Hawkeye moves his final 3".

MOVEMENT

In this section we explain the rules for moving your figures.

NORMAL MOVEMENT

Normal movement is 8" for those on foot and 12" for those on horseback.

FAST MOVEMENT

If desired a group can attempt to *Fast Move*. Remember that a group is one or more figures. Here's how we do it:

- Declare the intent of the figures that want to Fast Move.
- Roll 2d6 for *the whole group* and compare each die score individually to the Rep of that figure.
- For each d6 passed, the figure is allowed to add that many inches onto its normal movement.
- If the Fast Move distance is not far enough for the player to reach cover he can drop prone at the end of his movement.

Example – A group of three figures want to Fast Move. Here's how the group will move.

I roll 2d6 for the whole group and score a 3 and a 5. The Rep 5 Leader passes 2d6 and may add up to 8" more, the total of the passing dice, to his normal movement of 8".

The Rep 4 Grunt passes 1d6 and may add up to 3" more, the total of the passing dice, to his normal movement of 8".

The Rep 3 Grunt passes 0d6 and may add up to 0" more, the total of the passing dice, to his normal movement of 8".

Fast Movement may be attempted regardless of how close the enemy is and at any time during the turn. If attempted after the figure has partially moved add the additional Fast Move distance or the remaining distance, whichever is greater.

Example - Billy Pinkley moves 6" into sight of a PEF. The PEF is resolved and is a band of five British Regulars. Billy scores better on his In Sight and he decides to run for it. He takes the Fast Move Test and scores an additional 6" of movement which is greater than the 2" of normal move he had left.

GOING PRONE

When active a character may voluntarily go prone. Here's how we do it:

- To regain their feet takes half of their movement distance.
- Active figures that choose to go prone can fire immediately after going prone.
- A figure forced to go prone by a reaction result cannot fire when going prone.

INVOLUNTARY MOVEMENT

Sometimes a figure may be forced into Involuntary Movement or Actions by the results of a Reaction Test. Let's cover each one in detail.

CARRY ON

The tester continues the fight and can act when active and react when called upon.

CHARGE

The tester and target take the Charge into Melee Test *(page, 21).*

COHESION TEST

One or more figures has caused the *entire group* to immediately take a Cohesion Test *(page, 15).*

DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until next active or if caused by a subsequent Reaction Test. Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

FIRE

The tester must fire at the figure that caused the Reaction Test. If a figure cannot fire it will behave as directed by the Reaction Test.

RUNAWAY

The running away figure is immediately removed from the table but may suffer a Parting Shot *(page, 19)*.

STOP!

Grab two d6 of different colors. Grab two figures from opposing sides and place them on the table 12" from each other. One side will use one colored d6 while the other side will use the other. Both sides have a Rep of 4.

Roll for activation. Which side scored the higher number? Can that figure activate? Did you roll *doubles*? If so what happens?

Take a Fast Move Test. If you rolled a 3 and a 6 how far can the figure move?

After you have done these actions it's time to move on to the next section, In Sight.

IN SIGHT

The In Sight Test is a Reaction Test that is taken differently than all the rest. First let's explain the difference between being In Sight and not being In Sight.

IN SIGHT OR NOT

Figures are *always* in sight or not.

A figure is in sight when:
- An enemy figure can trace a line of sight *(page, 16)* to that figure. This still applies even if that figure is *in* cover or concealed.

A figure is not in sight when:
- It cannot be seen because of intervening terrain. Figures in Duck Back *behind* cover fall into this category.
- It cannot be seen due to weather or light restrictions such as being farther than 12" from the enemy at night.
- It cannot be seen due to an intervening figure.

If there is a doubt as to a line of sight run a string or straight edge between the opposing figures.

TRIGGERING AN IN SIGHT TEST

Here's how an In Sight Test is triggered:
- Whenever a figure has an opposing figure enter into its LOS, and the opposing figure was not seen previously during this activation phase, both figures take this test.
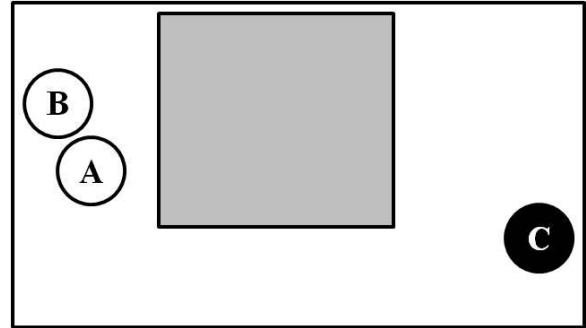
In the first picture the white side cannot be seen by the other side, C.

- The In Sight Test is triggered as soon as *any* figure in a moving group comes into sight.
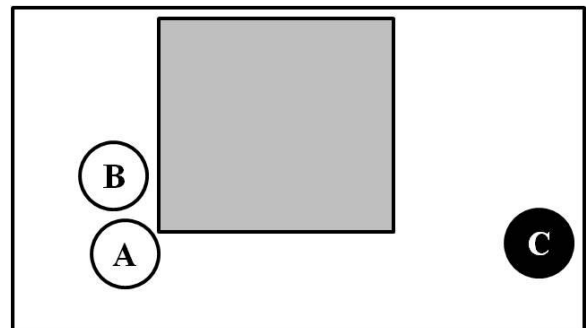
In the second picture white activates and figures A and B move forward. A comes into sight of C triggering the In Sight Test.

- Once the test is triggered the moving group is allowed to move its figures up to two additional inches. This movement could result in the figure going out of sight.
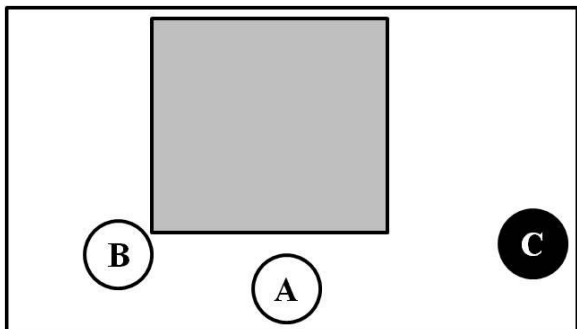
The In Sight is triggered and the figures in the triggering group are allowed to move two additional inches before the test is resolved. Figure A moves closer to C while B moves to the edge of the barn and into sight of C. Only one test is taken by everyone that is in sight of the enemy.

TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inchers *all figures* in sight of an enemy or having the enemy in sight will take the test. Here's how we do it:

- Each figure rolls 1d6 per level of their Rep.
- Consult the In Sight Test.
- Modify the number of d6 each figure rolls by any applicable Character Type, Attribute or Circumstance.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the figure reaches 0d6. At this time he counts as if scoring zero successes.
- All figures roll their modified d6 total looking for successes (score of 1, 2 or 3).
- Place a d6 with the number of successes scored, facing up, and next to the figure. This is for ease of play. When the figure resolves their action remove the d6.
- The highest number of successes can act first moving down to the last and lowest.
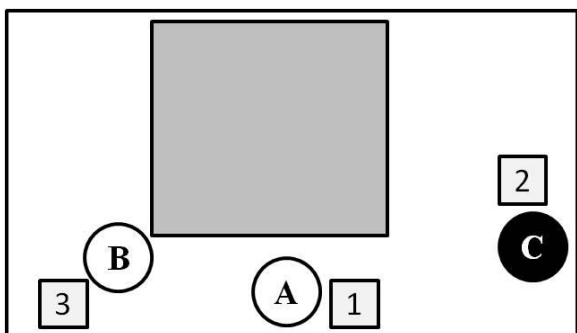
In the previous picture all of the figures have rolled their d6 and counted their successes, scores of 1, 2, or 3. Each has placed a d6 next to them with the number of successes each one scored. B will act first (3 successes), then C (2 successes), and finally A (1 success).

REP	IN SIGHT
	(Looking for successes)
	A score of 1, 2, or 3 is a success *A score of 4, 5, or 6 is a failure.*

CHARACTER TYPE	MOD
Scout	+1d6
Settler	-1d6
ATTRIBUTE	**MOD**
Heightened Senses	+1d6
Slow to React	-1d6
CIRCUMSTANCE	**MOD**
Active - Character is active and moved	-1d6
Concealed - Enemy is concealed or in cover	-1d6
Ducking Back - Character is Ducking Back	(1)
Runaway - Character is Running Away	(1)

(1) Ducking Back or Running Away figure cannot fire and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

Once the order of In Sight actions is determined, by rolling successes, it's time to carry out the In Sight actions. Here's how we do it:

- Starting with the figure that scored the most successes consult the In Sight Resolution Table. Note that those with the same number of successes will resolve their action at the same time.
- Stars can choose to do one of the following actions.
  - Fire.
  - Charge into Melee.
  - Duck Back.
  - Finish movement.
  - Runaway.
- Grunts will 1d6 versus their Rep.
  - If they pass 1d6 they will act based on the Situation found on the In Sight Resolution Table.
  - If they pass 0d6 they will Duck Back.
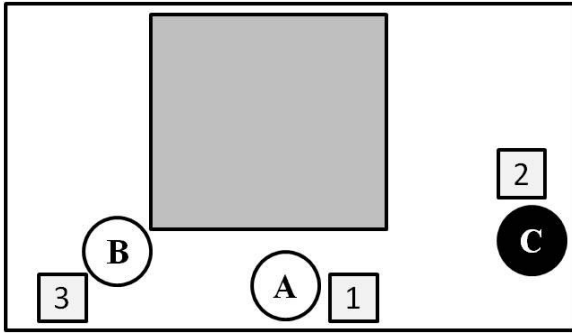
Example - In the previous picture B goes first. He is a Grunt so rolls 1d6 and passes 1d6. He looks down the Situation column on the In Sight Resolution Table for what will apply. His musket is loaded so he fires at C. He scores a hit and C goes down. B removes his d6 signifying that he has done his action. C has his d6 removed as he has lost his chance to act due to being hit. A now acts and fires at C. A and B can now finish their movement.

IN SIGHT RESOLUTION

When It's Your Turn

Stars can choose to Fire, Charge into Melee, Duck Back, Finish Movement or Runaway as desired.

Grunts roll 1d6 versus Rep.
- Pass 1d6 - Carry out the action for the situation.
- Pass 0d6 - Duck Back

Situation	Action
Weapon is loaded	*All -* Fire.
Weapon is unloaded	*Settlers -* Duck Back. *Others -* If in range Charge into Melee. If not in range Duck Back.
If unarmed	*Settlers -* Roll 1d6 versus Rep. • Pass 1d6 - If in range Charge into Melee. If not in range Duck Back. • Pass 0d6 - Runaway. *Others -* If in range Charge into Melee. If not in range Duck Back.

LOSS OF ACTION

If a figure cannot perform an action when it is his turn he forfeits his action.

Example - Figure B fires and hits Figure C who goes down and is Stunned. C has his d6 immediately removed and must forfeit his action.

ADDING TO ONGOING IN SIGHTS

There may be a time where a character that was not involved in an In Sight suddenly becomes involved in it. In this case the new figure takes the In Sight and will take action depending upon how many successes were scored and in order based on the remaining characters.
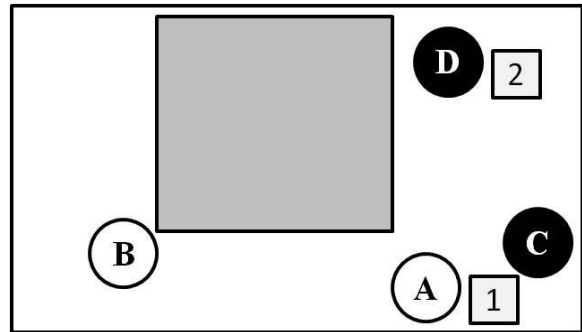
Example - Continuing the previous example figure A acts and moves towards C and now comes into the sight of figure D. D now joins the In Sight Test and rolls his d6. He scores 2 successes. As this is more successes than figure A he is allowed to carry out his action before figure A can. He fires and misses. Figure A now decides to fire at D as he is now afforded a target.

COMPLETED IN SIGHTS

Once all figures that have taken the In Sight Test have completed or forfeited their actions, appropriate reaction Tests are taken and the game continues normally.

MOVING AND IN SIGHT

After the In Sight Test is completed and all actions taken, figures in the moving group that triggered the test can continue their movement and active fire if they have not already done so. This movement could trigger a new In Sight Test

NEW INSIGHTS

New figures coming into sight, even if from the same group that triggered the previous In Sight, will trigger a new In Sight Test.

REACTION

This section covers the heart of the Two Hour Wargames system. It is called the *Reaction System.* Figures will take Reaction Tests during the game when called upon as circumstances arise. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight. Here's a list of the Reaction Tests in *Long Rifle:*

- Received Fire *(page, 14)*.
- Man Down (page, 14).
- Trophies (page, 14).
- Recover From Knock Down *(page, 15)*.
- Cohesion Test *(page, 15)*.

All of the tests are grouped together on the individual Quick Reference Sheets in the rear of the book. Note that each profession its own QRS.

EXCEPTIONS

Reaction Tests are taken when called for with the following two exceptions:

- When figures roll on the Charge into Melee Table *(page, 21),* they may be directed *not* to take Reaction Tests. This is the only time that Reaction Tests are not taken when usually called for.
- All Reaction Tests that are called for by any action taken during the In Sight process are not taken until after all figures have acted.

Example - Billy Pinkley and an Indian Warrior come into sight and take the In Sight Test. Billy Pinkley scores more successes so acts first. He fires at the Indian Warrior and misses. Normally this would cause a Received Fire Test to be taken but all Reaction Tests are postponed until the In Sight is fully resolved. The Indian Warrior, a Grunt, rolls 1d6 versus his Rep to see if it will act. It passes 0d6 and Duck Backs instead. Once he reaches cover he takes the Received Fire Test counting the worse result (page, 15).

HOW TO TAKE A REACTION TEST

Here's how a Reaction Test is taken.

- Determine which figure must take the test or tests.
- Refer to the appropriate Reaction Tests QRS based on the profession of the figure taking the test.
- Determine which test or tests apply.
- Start with 2d6.
- Add 1d6 if the figure is in cover.

- Roll the modified number of d6 versus the Rep of the figure.
- Determine how many d6 were passed.
- Consult the appropriate test and immediately carry out the result.

Example - A Huron Warrior, Rep 4, must take the Received Fire Test so rolls 2d6 versus its Rep. He scores a 3 and 5 and passes 1d6. Looking on the Warrior QRS under the Pass 1d6 column I go down to the Received Fire Test. The Huron Warrior cannot fire its musket as it is unloaded so as he is within charge reach he will take the Charge into Melee Test.

RECEIVED FIRE

Whenever a figure receives fire it will immediately take the Received Fire Reaction Test. More than one figure firing at the *same target at the same time* will cause only one Received Fire Test to be taken.

MAN DOWN

Each time a figure sees a friendly figure within 4" get knocked down and Stunned, Out of the Fight, or Obviously Dead it will immediately take the Man Down Test. There is one exception:

- If the downed figure has a lower Rep than the tester the tester does not take the test.

Example - Three Huron Warriors, one Rep 5 and two Rep 4s, are fired on by a British Regular. One Rep 4 Warrior goes down, Stunned. The other Warriors are within 4" and can see the downed warrior. The Rep 4 Warrior takes the Man Down Test while the Rep 5 Warrior does not.

TROPHIES

Taking trophies (scalping) was an important part of Indian warfare. The first time active Indians and non-Indian Irregulars score a result of Stunned, Out of the Fight, or Obviously Dead against an enemy they will immediately take this test. If they decide to take a Trophy they will do so when next active. Stunned figures that become trophies are now Obviously Dead.

- Any figure that is Rep 4 or less that takes a Trophy will count +1 to its Rep for the rest of the game.
- If interrupted when taking trophies they will Carry On instead.

RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Downed from a Ranged Combat or Melee result it will immediately take this test and carry out the result.

Example - Jim Bob Joe is hit by musket fire and Knocked Down. He rolls 2d6 versus his Rep of 3 and scores a 4 and 2. Jim Bob Joe is now Out of the Fight.

COHESION TEST

The Cohesion Test is taken differently from all of the other Reaction Tests and taken for the following reasons:
- When any figure in a group calls for it due to a Received Fire Test result.
- When any figure in a group calls for it due to a Man Down Test result.

The Cohesion Test is taken by the whole group whether or not they were involved in the triggering Reaction Test.
Here's how the Cohesion Test is taken:
- Leader Die is rolled normally.
- Only *one set of d6* are rolled for the whole group and applied individually to each member taking the test, the same as if attempting to Fast Move. Members of the same group may be using different QRSs. It doesn't matter as the same 2d6 are still used.
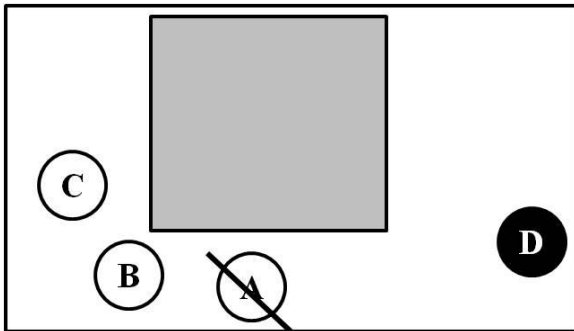
Example - Figure A is shot and Knocked Down, Stunned. B must take the Man Down Test and passes 0d6. This causes the whole group B and C to take the Cohesion Test. I roll 2d6 and score a 5 and 3. B is Rep 3 so passes 1d6 and runs away while C is Rep 5, passes 2d6 and Carries On.

MULTIPLE TESTS

There may be times when a figure qualifies for more than one Reaction Test. In these cases one set of d6 are rolled

for the figure and the results applied to *all* the tests with the *worse* result being counted.

Example - Three British Regulars fire at three Indians. One hit is scored, the Indian Leader. The remaining Indians now roll 2d6 versus their Rep and apply the results to the Man Down Test and the Received Fire Test. The Indians must take the worse result.

REACTION TEST RESULTS

Here are the Reaction Test results from best to worst:
- Charge.
- Carry On.
- Duck Back.
- Runaway.

STATUS AND ACTIONS

The Reaction Tests can change the status of a figure and force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

CARRY ON – The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.
- Duck Back
- Obviously Dead
- Out of the Fight
- Runaway.
- Stunned

CHARGE - If able to reach 6" from an enemy the figure will go to the Charging into Melee Table *(page, 21)*.

COHESION TEST - The figure immediately causes the group to take the Cohesion Test *(page, 15)*.

DUCK BACK – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures that Duck Back and reach cover cannot see or be seen by the cause of the test but those that drop in place prone can.

FIRE - The figure fires his weapon if able. If not it will halt in place unless directed to act differently by a Reaction Test result.

OBVIOUSLY DEAD – The figure has taken damage that is so severe it is obvious that the figure is dead.

OUT OF THE FIGHT – The figure has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by an enemy he is considered to be captured or dispatched as desired.

RUNAWAY - Figure has quit the encounter and is removed from the table. Those that caused this result are allowed a *parting shot* if they are able to do so. Parting shots do not cause a Received Fire Reaction Test.

RUSH SHOT - The figure immediately fires counting the Rushed Shot penalty.

STUNNED – Figure may not act or react until having spent one full turn of activation doing nothing. Those contacted by enemies while stunned can be captured or dispatched as desired.

STOP!

Take out two opposing figures and place them 12" apart. Both are Rep 4.

Roll activation. Who goes first? Did you roll *doubles*? If you did what happened.

Assume that the active figure has fired at the inactive figure and has missed. What Reaction Test is taken? Review the three different results for the test when passing 2d6, 1d6, and 0d6.

Remember that taking the time to review and do these little exercises will make the rules easier to understand and your games more fun.

Let's see how to do Ranged Combat.

RANGED COMBAT

This section explains how to perform Ranged Combat, shoot with smallarms (muskets, carbines, bows, thrown tomahawks, etc.).

LINE OF SIGHT

To shoot something you must see it. Figures may fire in any direction at targets to their front facing *(page, 3)*. A straight line from the firing figure to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by terrain, buildings, intervening figures, and sometimes weather.

- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as if in daylight for those firing at them.
- LOS in woods is reduced to 12" in the daytime and 6" at night.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.

LIST OF RANGED WEAPONS

Here's a list of Ranged Weapons used in *Long Rifle*. If a specific weapon does not appear on the list use the type it most closely resembles. Here's a brief description of each weapon type.

BOW

Carried by many Indians this is their primary ranged weapon. Each figure armed with a bow will always be allowed to fire when called upon whether active or in reaction. *Bows never have to reload.*

CARBINE

Basically a sawed off musket, the shorter barrel of the carbine made it ideal for use by mounted troops. *The carbine must be reloaded.*

MUSKET

Basic firearm carried by most European armies. Most of the Indians involved in the war also had a good supply of muskets. *The musket must be reloaded.*

PISTOL

These short-ranged weapons were usually carried by officers. *The pistol must be reloaded.*

RIFLE

Specialty firearm carried by some designated *light units* and American woodsmen. Its greater accuracy at longer range is coupled with a slower loading time than other firearms. In game terms a rifle takes longer to reload. *The rifle must be reloaded.*

TOMAHAWK, AXE OR KNIFE

These one handed melee weapons can also be thrown at their target. *The thrown Tomahawk, Axe or Knife must be retrieved to be reused.*

WEAPONS TABLE

TYPE	RANGE	RELOAD	IMPACT
Bow	18	no	1
Carbine	12	yes	2
Knife/Tomahawk	4	retrieve	2
Musket	18	yes	3
Pistol	6	yes	2
Rifle	24	yes x 2	3

COVER OR CONCEALMENT

There will be times when a character will be behind cover or is concealed by terrain. Cover and concealment are different.

- Concealment makes it harder to spot the target and this is reflected on the In Sight Test.
- Cover also makes it harder to spot the target but it also protects the target from being hit. These are reflected on the In Sight Test and the Ranged Combat Table. It is possible to roll a Hit on the Ranged Combat Table then roll on the Ranged & Melee Hit Location Table and score a miss because the body part is in cover.

Example - My target is in cover. I score a 10 on the Ranged Combat Table and get a result of hit. I then roll 2d6 and score a 9 which is a miss due to the body part being in cover.

- It is possible for a target to be in concealment *and* cover.

TARGETING

When firing due to an In Sight Test, figures will target the closest armed figure with two exceptions:
- When taking an active fire, the shooter may target specific figures regardless of proximity.
- Stars can always choose their target whether taking an active fire or due to an In Sight Test.

SHOOTING SEQUENCE

Here's how a figure shoots:
- Shooter selects the target.
- Shooter rolls 1d6 and adds the result to its Rep.
- Consult the Ranged Combat Table for the result.
- Any roll of "1" is a Misfire *(page, 17).*

1	RANGED COMBAT
	(1d6 + Rep)
	Any roll of "1" is a misfire.

#	RESULT
7 or less	*SHOOTER MISSED*
8	*SHOOTER MISSED IF* • Rush Shot. *TARGET WAS MISSED IF* • Charging. • In Cover. • Prone. • Moved Fast. *OTHERWISE – HIT.*
9	*SHOOTER MISSED IF* • Rush shot. *OTHERWISE –HIT.*
10	*SHOOTER HITS TARGET*
11+	*SHOOTER HITS DESIRED VISIBLE BODY PART*

FIRING TWO WEAPONS AT ONCE

It is possible to use two weapons at the same time. This results in more firepower but at the cost of reduced accuracy. Figures doing so will count the Rush Shot penalty for each weapon. Which two weapons can I use together? *Any two that you want, it's your game.*

MISFIRES

There will be times when a weapon does not discharge regardless of reason. When shooting any weapon that needs to be reloaded there is a chance that it will not shoot. This is called a *misfire*. Here's how they do it:
- Anytime a "1" is rolled when using the Ranged Combat Table the weapon has misfired.
- Anytime a "1 or 2" is rolled when using the Ranged Combat Table when there is Inclement Weather *(page, 32)* the weapon has misfired.

Once the weapon has misfired it must be fixed before it can be reloaded.

FIXING MISFIRES

Before the weapon can be reloaded the misfire must be fixed. *It takes one uninterrupted turn of activation to fix a misfire.* Here's how we do it:
- *Turn 1 -* I fire on the Ranged Combat Table and score a "1" or a "1" or "2" if in Inclement Weather. The weapon misfires.
- *Turn 2 -* When I next activate I fix the misfire.

- *Turn 3 -* I re-load.

FIXING A MISFIRE WHILE PRONE

Any figure attempting to fix a misfire while *prone* must roll 1d6 versus their Rep.

- **Pass 1d6:** The misfire has been successfully fixed.
- **Pass 0d6:** The misfire has failed to be fixed. Try again in future activations.

FIRING INTO MELEE

If you like a figure can fire into an evenly matched melee. Here's how we do it:

- Roll normally on the Ranged Combat Table.
- Any result of "8" means the shooter has hit the friendly figure instead.
- Resolve damage normally.

RESOLVING DAMAGE

Once a hit has been scored we must see if any damage was inflicted. Here's how we do it:

- Roll 2d6 and add the results together.
- Consult the Ranged & Melee Hit Location Table.
- This tells the body part that was hit.
- If the result says Miss if in cover then the figure was not hit and takes the received Fire Test instead.
- If the target was hit cross-index the Impact of the weapon with the hit location. This will tell you what damage the target will take.

HITTING THE DESIRED BODY PART

It's possible to score a result on the Ranged Combat Table that allows the target to be hit in a desired location that is visible by the shooter, such as the head. When this occurs you may find more than one damage row for the body part on the Ranged /Melee Hit Location Table *(page, 18)*. Here's what to do:

- Roll 1d6.
- If the result is a 1-3 use the row with the number farthest from "7".
- If the result is a 4-6 use the row with the number closest to "7".

Example - Pierre hits Jim Bob Joe in the head. He rolls 1d6 and scores a 4. Pierre will use row #3 to determine damage. The Impact of Pierre's weapon is a 2. Jim Bob Joe is knocked down and immediately must take the Recover From Knock Down Test.

2   RANGED & MELEE HIT LOCATION
(2d6 added together)

SCORE	HIT LOCATION	IMPACT 1	IMPACT 2	IMPACT 3+
2	*Hit in Head*	OD	OD	OD
3	*Hit in Head*	KD	KD	OOF
4	*Hit in Off Arm*	KD	KD	KD
5	*Hit in Gun Arm*	KD	KD	KD
6	*Hit in Chest (Back)*	OD	OD	OD
7	*Hit in Chest (Back)*	KD	OOF	OOF
8	*Miss if in cover otherwise hit in Gut (Lower Back)*	KD	KD	KD
9	*Miss if in cover otherwise hit in Gut (Lower Back)*	KD	KD	OOF
10	*Miss if in cover otherwise hit to Left Leg*	KD	KD	KD
11	*Miss if in cover otherwise hit to Right Leg*	KD	KD	KD
12	*Miss if in cover otherwise hit to Right Leg*	KD	KD	KD

TYPE OF DAMAGE

There are three types of damage that can occur in *Long Rifle*. They are:

- **KD:** The target is knocked prone and immediately takes the Recover From Knock Down Test.
- **OOF:** The target is knocked prone and Out of the Fight.
- **OD:** The target is knocked prone and Obviously Dead.

PARTING SHOT

When a character scores a result of Runaway due to a Reaction Test he is subject to the Parting Shot rule. The character causing the test is allowed to shoot at the fleeing character before it leaves if he is able to do so.

- The Parting Shot counts the Rush Shot penalty.
- Stars may choose to take a Parting Shot or not.
- Grunts will roll 1d6 with a result of pass1d6 meaning they will not take the shot.

RELOADING RANGED WEAPONS

Once some weapons are fired they must be reloaded before they can fire again.

HOW TO RELOAD

When a figure fires place a marker (cotton ball) in front of it signifying that it has fired and needs to reload. *Note that rifles use twice as many markers!* Here's how we do it:

- When next active the figure rolls 2d6 versus its Rep.
- Determine the number of d6 that was passed and consult the Reloading Table.
- A figure can attempt to reload but spends its full turn of activation as its *only* action. *This means it cannot do anything else.*

2	RELOADING
	(Taken vs. Rep)

# D6 PASSED	RESULT
2	Weapon is reloaded and may be fired when next active or in reaction. If prone count as if passed 1d6.
1	Weapon is reloaded but may not be fired before next activation.
0	Argh! Figure fumbles the procedure and weapon is not reloaded. May try to reload when next active.

DEDICATED LOADERS

In *Long Rifle* we allow figures to pass weapons between each other and still fire them. Or a figure could fire his weapon, drop it, then be passed a second weapon and fire it as well. An example of this can be seen in the movie, *Last of the Mohicans*, when the messenger is leaving the fort under covering fire. Here's how we do it:

- The loader must be adjacent to the shooter.

- Both weapons start loaded. Ideally they are muskets as the reload time is faster than a rifle.
- The shooter fires his weapon and hands the musket back to the loader.
- The loader hands a loaded musket to the shooter.
- Mark the loader as "unloaded".
- The shooter is still able to fire once more before being marked as unloaded himself. This could be when active or in reaction.
- Next activation the loader can attempt to reload and if successful can pass the loaded musket to the shooter who could fire and pass the unloaded musket back to the loader.

DAMAGE FROM FIRE OR MELEE

There are three stages of damage in *Long Rifle*. They are, in order of severity from least to most:

- Stunned.
- Out of the Fight
- Obviously Dead

STUNNED

Figure is knocked to the ground and may not act or react until having spent one full turn of activation doing nothing.

OUT OF THE FIGHT

The figure has taken a potentially fatal wound and cannot continue the battle. He cannot move on his own and must be retrieved by others.

OBVIOUSLY DEAD

The figure has taken damage that is so severe it is obvious from afar that the figure is dead.

AUTO-KILL OR CAPTURE

If an active figure comes into contact with a *Stunned or Out of the Fight* figure he can choose to automatically dispatch the figure or capture him. This can occur on the same turn of activation that the figure was damaged.

If captured the figure must be guarded by at least one armed figure or immobilized. Each armed figure can guard up to six enemy figures.

TREATING THE WOUNDED

Stunned figures automatically recover while Out of the Fight figures remain that way until after the Encounter is over.

STOP!

Before going any farther take two sides of two figures each and do the following:

Place each side 12" from each other.

Give them a variety of weapons.

Roll an In Sight Test.

Resolve the In Sight Test. Remember that all figures will take the test.

Take any Received Fire or Man Down Tests.

Roll Recover From Knock Down Tests as needed.

When you're done move on to the Melee Section.

MELEE

When figures come into contact via the Charge into Melee Table they enter into melee (hand-to-hand combat).

MELEE WEAPONS

There are six types of melee weapons. They are:
- *Unarmed -* This is what is used by unarmed characters and they count a -1d6 when rolling on the Melee Combat Table.
- *Improvised Weapon* - This is what is used when a character uses a non-weapon physical item such as a tree branch.
- *Bayonet –* This is what is used when a character uses a fixed bayonet, one that is attached to a musket and used with two hands. They count a +2d6 when rolling on the Melee Combat Table. Hand held bayonets will count a +1d6 modifier instead.
- *Sword -* This is what is used by sword armed characters, usually officers, and they count a +2d6 when rolling on the Melee Combat Table.
- *War Club–* This is what is used when a character uses an Indian War Club. They count a +3d6 if using it with two hands when rolling on the Melee Combat Table. When using it with one hand it will count a +1d6 instead.
- *Tomahawk, Axe or Knife -* This is what is used when a character uses any of these weapons and they count a +1d6 when rolling on the Melee Combat Table.

CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge into Melee Test. The test is only taken if the following circumstances apply:
- The figure can be active or inactive.
- The figure must be able to reach a spot 6" from the actual target. Whether or not it has enough distance to reach the target is irrelevant, it need only be able to reach a spot 6" from the target.
- The charging figure must have a clear LOS to the target figure.
- The test can be taken at any time during the turn or due to a Reaction Result. Chargers can declare a charge at anytime during their turn even if the target of the charge was out of LOS at the start of the charger's turn.
- Charges may be carried out by individuals as an In Sight action or groups if they all qualify and activate at the same time.

Example - Four Huron Warriors come into sight of two British Regulars. All of the figures take the In Sight Test. All fire and some cause hits and some do not. Both sides take any required Reaction Tests after the In Sight actions are completed. The Huron Warriors are active so declare a charge as one group at the same time.

HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:
- When a figure has LOS to a target and can move to 6" from the target, even if a Fast Move is required, the charge is declared.
- If the charger takes a Fast Move and comes up short it cannot melee and forfeits any active fire.
- Move the charger to 6" from the target.
- If charged by more than one figure the target rolls one set of dice and applies the results against all of the figures that are charging it. The target will apply the results against each target as determined.
- All figures take the Charging into Melee Test at the same time.
- Each figure starts with 2d6 and modifies the number by any applicable circumstances.
- All figures roll the modified total of d6 and compare the scores against their Rep.
- Determine how many d6 are passed for each figure.
- Consult the Charge into Melee Table.
- Go down the left hand column to the number of d6 more that were passed.

- Go across to the column based upon whether the Charger or Target passed more d6.
- Immediately carry out the results.

2	CHARGE INTO MELEE
	(Taken versus Rep)

CHARGER IS:	MODIFIER
Cavalry	+1d6
Irregular or Indian	+1d6
Charging onto the Rear	+2d6
Bear	+1d6
TARGET IS:	**MODIFIER**
Cavalry	+1d6
Irregular or Indian	+1d6
In cover	+1d6
Need to reload	-1d6

CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
3 or more than opponent	Target Runs Away. Charger occupies the spot that the target vacated and takes Parting Shot if able.	Charger Halts in place. Target fires if able.
2 more than opponent	Target may not fire. Charger moves into melee. No Reaction Tests taken.	Charger halts in place. Target fires if able. No Reaction Tests taken.
1 more than opponent	Target fires if able. Charger moves into melee. No Reaction Tests taken.	Target fires if able. Charger moves into melee. No Reaction Tests taken.
Same number as opponent	Target fires if able. Charger moves into melee. No Reaction Tests taken.	Target fires if able. Charger moves into melee. No Reaction Tests taken.

Example - In the previous picture the In Sights have been taken and the order of action determined. B will go first and declares a charge. He moves to 6" from C and both roll on the Charge into Melee Test versus their Reps. After the d6 are modified and rolled the end result is C passing 1d6 more than B does. Looking on the Charge into Melee Table under the Target column and the passed 1 more than opponent row we see that the Target can fire. C fires and misses, no reaction Test is taken and B comes into contact with C. Melee now begins. Note that it is possible that A could charge when it is its turn to act. In this case C would be unloaded!
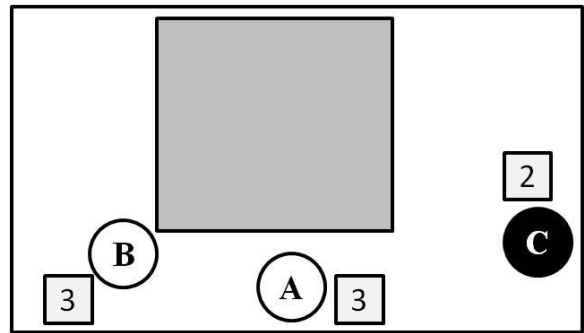
Example - In this example we see that A and B can act at the same time. They both declare a charge and each rolls their own set of d6 on the Charge into Melee Table. C does the same. In this example C passes 1d6 more than B but A passes 2d6 more than C. Looking at the table we see that C can fire at B but cannot fire at A. If A had scored a result where C could have fired at it, C would be able to choose which target to fire at.

IN SIGHTS AND CHARGE INTO MELEE

Figures that are the target of a charge do not forfeit their In Sight action.

Example - Two Huron Warriors activate come into sight of Billy Pinkley. They all take their In Sight Tests and one Huron goes first. He charges Billy, both sides take the Charge into Melee Test and Billy is allowed to fire. He shoots and kills the Huron. It is now Billy's turn to take his in Sight action. Billy decides to charge the remaining Huron.

MELEE COMBAT

Any charger that passes the Charge into Melee Test is moved into contact with the target. Now it's time to melee.

- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on any applicable Melee Weapon, Attribute or Circumstance.
- Each figure rolls its modified total of d6 counting all successes (scores of 1, 2 or 3).
- If one figure has scored more successes than the other it has scored a hit and its opponent has been knocked to the ground. The winner counts one Impact Point for each success more it has rolled than the loser.
- If a hit is scored the winner now rolls 2d6, adds the results together, and consults the Ranged & Melee Hit Location Table. *Cover is not counted when rolling for location during melee.*
- Cross-index the dice total with the Impact scored by the winner to arrive at hit location and the damage taken by the loser. This will be one of the following:
  - *KD:* The target is knocked prone and immediately takes the Recover From Knock Down Test.
  - *OOF:* The target is knocked prone and Out of the Fight.
  - *OD:* The target is knocked prone and Obviously Dead.
- If both figures score the same number of successes they are *evenly matched* and will remain in melee.

REP	MELEE COMBAT
	(Looking for successes)
	A score of 1, 2, or 3 is a success
	A score of 4, 5, or 6 is a failure.

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon	0d6
Bayonet	+2d6
Sword	+2d6
War Club	+3d6
Tomahawk, Axe or Knife	+1d6
Bear	+3d6
Mountain Lion	+2d6
Wolf	+1d6
ATTRIBUTE	**MOD**
Brawler	+1d6
Runt	-1d6
CIRCUMSTANCE	**MOD**
Evenly Matched - If scored a result of evenly matched this turn during a melee.	-1d6
Prone - The character is prone and in melee	-2d6

#	MELEE RESULTS
	(Comparing successes)

# SUCCESSES	RESULT
Score more than opponent	Enemy knocked down. Roll 2d6 on Hit Location Table. Score one Impact point for each success more than opponent.
Score same as opponent	Evenly matched. Remain in melee and when next active may fight another round of melee or break off. If the attacked by another opponent while evenly matched will count a -1d6 in the melee.

Example - Scout (Rep 4) is in melee with a French Irregular (Rep 3).

Scout starts with 4d6 for Rep and adds the following modifiers: +1d6 for using a tomahawk. He rolls 5d6 and scores a 1, 2, 2, 3, and 5 for four successes.

The French Irregular starts with 3d6 for Rep and adds the following modifiers: +0d6 for an Improvised Weapon, his musket which does not have a bayonet, and +1d6 for being a Brawler. He rolls 4d6 and scores a 1, 2, 3 and 5 for 3 successes.

Scout scores one more success than the Frenchman and consulting the Melee Results Table has knocked him down. He rolls 2d6 on the Ranged & Melee Hit Location Table and scores a ten. The Frenchman is hit in the leg with an Impact one blow. He scores a KD result and immediately takes the Recover from Knock Down Test. He rolls a 3 and a 4, passes 1d6 and goes Out of the Fight. He is very glad that Scout does not take Trophies!

ADDING TO MELEES

Figures will join an evenly matched melee by rolling 1d6 versus their Rep and scoring a result of pass 1d6. Otherwise they will not join the melee.

MULTI-FIGURE MELEE

Up to four figures may melee one figure. This is done by contacting the figure with two figures to its front facing and two figures to its rear facing. Here's how the melee takes place:

- Only one figure at a time can attack starting with the highest Rep attacker to the lowest.
- Stars may choose when they will take their turn to melee.
- The charger decides in which order the figures will attack.
- The attacking and defending figures conduct a round of melee.
- If the defender loses the melee the winner rolls for damage and the melee is over.
- Melees continue until all have fought.

Example - Billy Pinkley (Rep 5) is in melee with two figures to his front. Billy and the first figure fight a round of melee and score a result of Evenly Matched. The next figure attacks and he and Billy will fight a round of melee with Billy counting a -1d6 for already being Evenly Matched with the first figure.

NON-LETHAL MELEE

Not all melee combat need be lethal. Want to use non-lethal melee? Simple, don't use a weapon and resolve the melee normally with the following changes:

- Results of Stunned count normally.
- Results of Obviously Dead count as Out of the Fight and the injured figure will roll 3d6 instead of 2d6 but only counting the best two results when taking the After the Battle Recovery Test. This allows for accidental deaths.

STOP!

Before going any farther take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time with two figures charging one figure. Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers?

Resolve a multi-figure melee.

When you're done move on to the Breaking Off Melee Section.

BREAKING OFF MELEE

Anytime a Star that is still in melee, from a result of Evenly Matched, becomes active it may choose to end the melee by moving at least 2" away from the enemy. It can do this unless blocked by terrain such as when having their back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation.

GRUNTS BREAKING OFF MELEE

Anytime a Grunt that is still in melee, from a result of Evenly Matched, becomes active it must test to see if it will choose to end the melee by moving 1+1d6" away from the enemy. It will do this unless blocked by terrain such as when having their back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation.

Here's how it's done:

- The Grunt rolls 1d6 versus its Rep.
- If it passes 1d6 it remains in melee.
- If it passes 0d6 it breaks off the melee.

Example - Charles (Rep 4) and Gnarled Oak (Rep 5), both Grunts, are in melee having scored a result of "Evenly Matched". Gnarled Oak activates first and must check to see if he continues the melee. Gnarled Oak rolls 1d6 and scores a 6, breaking off the melee. He moves 4" away (1+1d6") away to cover.

RETRIEVING WOUNDED

Players can attempt to recover their wounded during the Encounter. Here's how to retrieve a wounded character:

- Figure moves adjacent to the wounded figure.
- Figure picks up the wounded figure and reduces current movement by 2" and may move its remaining distance.
- Figures carrying wounded can take the Fast Move Test but will only count the result of the best d6.
- Figures can fire weapons when retrieving wounded figures but will count the Rush Shot penalty.
- Figures charged while retrieving wounded will drop the wounded. Stars can choose to keep the wounded but will melee at a -2d6.

AFTER THE BATTLE

After the battle, if playing a campaign, Out of the Fight figures and those that have Runaway must test to see if they return to the campaign. Here's how it's done:

- Roll 2d6 vs. the Rep of each figure that went *Out of the Fight* or *Ran Away.*
- Determine the number of d6 passed.
- Consult the After the Battle Recovery Table.

2	AFTER THE BATTLE RECOVERY *
	(Taken vs. Rep)

# D6 PASSED	RESULT
2	Figure returns to the party.
1	Out of the Fight returns to the party at normal Rep. Those that ran away do not return.
0	Figure does not return.

(*) Out of the Fight figures captured by the enemy do not test for After the Battle Recovery but may be exchanged for enemy prisoners on a one for one basis.

STOP!

Place two figures in melee. Roll Activation. Did you roll *doubles*? What happened?

Determine if the active figure will Break Off the Melee. How is this done if it is a Star? If the figure is a Grunt?

Now roll twice on the After the Battle Recovery Table for a Rep 4 Runaway and a Rep 3 Out of the Fight figure.

That's it; you've finished the tabletop rules. If you've done the exercises you should have a pretty good grasp of how the rules are played. What follows will be informational. Just read it and apply it during your game.

BUILDINGS

In this section we cover buildings particular to *Long Rifle*.

TYPES OF BUILDINGS

In *Long Rifle* we only feature three building types. We categorize them by Defensive Value or DV.

LIGHT ORGANIC FRAME

The structure is made from organic material. A temporary shelter or hut would be a light organic structure.
- These structures are DV 0.

WOOD STRUCTURE

The structure is made of wood. A cabin made of wooden planks would be a wood structure.
- These structures are DV 1.

REINFORCED STRUCTURES

The structure is made of logs or similar impact absorbing material. Log cabins and field works are reinforced structures.
- These structures have a DV of 2.

OCCUPYING BUILDINGS

Figures inside buildings cannot see or be seen by those outside unless at a window or door.

ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building through a door at a movement reduction of 2".

They may enter of exit a building through a window at a movement reduction of 4".

BARRICADING WINDOWS AND DOORS

Windows and door may be barricaded in the following ways:
- Barricading a window takes one turn of uninterrupted activation. The cover of the window, starting at DV 0, will be raised 1 DV level per figure working per turn. A maximum of two figures can work on the window at the same time. The maximum DV is 2.
- Barricading a door takes one turn of uninterrupted activation. The protection of the door, starting at DV 1, will be raised 1 DV level per figure working per turn. A maximum of two figures can work on the door at the same time. The maximum DV is 3.
- Barricades on windows and doors can be removed from the inside by using the previous procedure but in reverse.

DESTROYING A BARRICADE

Barricades can be removed from the outside in the following ways.
- Attacked with fire as if a normal building.
- Up to two figures can attack the barricade in the following manner.
  - The figure must spend one full turn of uninterrupted activation at the window or door.
  - The figure rolls 1d6.
  - Any score of 1 reduces the DV of the barricade by 1 DV.
  - When the DV is reduced to 0 it has been removed and the window or door can be entered on the following turn of activation.
  - Once barricades are erected and destroyed from outside they cannot be replaced until after the Encounter.

COVER & CONCEALMENT

Stationary figures inside buildings are in cover and concealment.

Moving figures inside buildings are in concealment only.

Stationary figures at a door or window are in cover and concealment.

MOVING BETWEEN LEVELS

It takes a figure its full move to go up or down one level.

ATTACKING BUILDINGS

Buildings may be attacked with fire. Here's how we do it:
- Fire has an Impact of 3.
- The figure wishing to start a fire rolls 2d6 versus its Rep.
- Determine how many d6 are passed and consult the Starting a Fire Table.

2	STARTING A FIRE *(Taken vs. Rep)*

# D6 PASSED	RESULT
2	Fire started.
1	Fire starts to smolder and will light when activation is rolled.
0	Argh! Can't get a spark, try again when next active.

- When the fire starts subtract the DV of the structure from the Impact of the fire.
- It will immediately create a hole in inches equal to the difference.
- On following turns, before activation is rolled, the fire will grow this many additional inches to the left (1-3) or right (4-6) of the initial hole.
- This continues until either the fire is extinguished or the structure burns to the ground, in effect the whole structure has been engulfed in flame.
- Structures that reach the point where half of it is on fire *must* be abandoned.
- Fires may only be extinguished by one or more figures carrying water to the fire and applying. Each bucket of water eliminates 1" of fire. If the fire is not extinguished it will continue to burn the whole game. It takes one turn at a water source to fill a bucket of water.

Note that flaming arrows may be used with no reduction in range and will use the Start the Fire Test.

TERRAIN

There are two ways to set up the tabletop in *Long Rifle*.
- One side lays out the terrain as it wants and the other side decides which end of the table he will occupy or enter from.
- The other way is to use the following Terrain Generation system.

Either will work fine and remember it's your game!

GENERATING TERRAIN

Here's how we do it:
- Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the table is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

- Determine the *Overall Terrain Type* of the battlefield. This can either be chosen based on the actual areas that the armies historically fought over or roll 1d6 counting a score of 1 or 2 as Clear, 3 as Hilly and 4, 5, or 6 as Wooded.

After you have determined the type of terrain of the battlefield it's time to see what the table will look like. Here's how we do it:
- Start from section number one and work your way to section number nine.
- Roll 2d6 for each section on the Terrain Generator Table. This tells you the terrain type that occupies each section.

- When finished, keep section 5 as is. Group like terrain together into adjacent sections to form larger areas of the same terrain type.

2	TERRAIN GENERATOR *(Adding 2d6 together)*		

2D6	CLEAR/	HILLY	WOODED
2	Hill	Hill	Woods
3	Clear	Wooded Hill	Woods
4	Hill	Clear *	Wooded Hill
5	Clear *	Road over Hill	Road through Woods
6	Road *	Hill	Clear
7	Hill	Hill	Woods
8	Clear	Wooded Hill	Woods
9	Woods	Hill	Wooded Hill
10	Clear	Clear	Clear
11	River over Clear	Wooded Hill	River through Woods
12	Hill	Clear	Woods

(*) There may be one (1-5) or two buildings (6) in this section forming a settled area (page, 27).

DEFINING TERRAIN

This section describes the terrain types and what effects it may have on your figures. For ideas on terrain and buildings I suggest watching movies of the appropriate genre.

SIZE

Each terrain piece should be big enough to cover at least 75% of the section it occupies. The terrain feature can be represented by multiple pieces as long as when combined they cover at least 75% of the section.

CLEAR

Open fields that provide zero cover for figures moving through it.

HILL

A hill is a gentle elevation in the ground with a crest, ridgeline or high point in the middle.
- Figures touching the crest can see and be seen by figures on the opposite side and will count as if in cover and concealment. Those farther back from the crest cannot see or be seen.
- Movement up or down a hill is unaffected.
- A hill may have woods on it or a road running over it.

ROAD

A road or trail that is as wide as two figures or one wagon, whichever is greater. If a figure starts and finishes its movement on a road or trail, it can add 1d6 when taking the Fast Move Test counting the best two results.

If a road is called for it will extend into adjacent sections leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6).

If additional roads are called for they will intersect the first road somewhere in the middle forming a crossroads.

WOODS

Densely wooded area that affects both movement and visibility in the following ways:

- Wagons can only move through woods if they are on a road.
- Visibility inside woods is reduced to 12" during the day and 6" at night or in Inclement Weather *(page, 32).*
- Figures at the edge of the woods can see or be seen from outside the wood. Those over 1" deep into the woods cannot see or be seen from outside.
- Stationary figures in woods are in cover and concealment.
- Moving figures in the woods are in concealment.

RIVER

When a river is called for it will actually be a creek (1-4), or river (5-6). Here's how they work:

CREEK

- A creek is 1/2d6" wide.
- A creek will extend into adjacent sections leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6).
- A creek is always fordable in the following way.
- When active move the figure to the edge of the creek.
- When next active move the figure into the creek.
- When next active move the figure out of the creek.
- Figures inside and exiting a creek will count as in concealment and cover.
- Figures fired at while inside a creek will count as if in cover and may only be fired on from the edge of the creek.
- Units inside a creek will fire with a -2d6 on the Ranged Combat Table.

RIVER

- If a river is called for in section 5 it is an impassable lake for all those except in boats or canoes.
- Otherwise a river will be 4+1/2d6" wide.
- A river will extend into adjacent sections leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6).
- A river will either have a bridge (1-2), one ford (3-4) or two fords (5-6). If two fords they will always be in different sections of the table rolled at random. Fords are always 1+1/2d6" wide.
- Rivers can only be crossed at a bridge or ford in the following manner.
- Crossing on a bridge is done using normal movement.
- Crossing via a ford is done in the following way.
- When active move the figure to the edge of the river at the ford.
- When next active move the figure into the river but staying inside the ford.
- When next active move the figure out of the river staying on the ford.
- Figures inside and exiting a river will count as in concealment and cover.
- Figures fired at while inside a river will count as if in cover and may only be fired on from the edge of the creek.
- Figures inside a river ford will fire with a -2d6 on the Ranged Combat Table.
- Figures that are forced off the ford into the river must Swim *(page, 50).*

SETTLED AREA

A settled area is one or more buildings. We handle buildings in the following ways:

- If there is more than one section with buildings move the buildings so all of them are in sections adjacent to another section with buildings.
- Buildings are placed 1/2d6" from each other.
- Buildings will always be within 1" of a road or clustered around a crossroads if one is present.
- Buildings can be DV 0 only if an Indian camp and decided by the scenario. Otherwise they will be DV 1 (1-3) or DV 2 (4-6).

CHALLENGES

Whenever a character wants to do something that is not covered in the rules he can choose to use the Challenge rule. Before players can attempt a Challenge we must determine what type it is. There are two types of Challenges:

- *Opposed:* The character is trying to accomplish a Challenge against one or more other characters or creatures, usually Non-Player Grunts.

Example - Jacques is trying to sneak by a British sentry.

- *Unopposed:* The character is trying to accomplish a Challenge that is not opposed by another character.

Example - Annie is trying to climb down a cliff.

SUCCESS OR FAILURE

Before the Challenge can be attempted the player must explain what it is trying to do. What a *success* looks like. A success can only be *one* action.

Example - Jacques wants to sneak behind and by the British sentry. If he is successful he will move pass the sentry his full movement distance undetected. He cannot say he wants to move pass the sentry and climb a ladder and escape. He can only do one action (move his full movement distance undetected).

Once the success is established the player must explain the consequences of *failure*. A failure can only have *one* consequence.

Example - If Jacques fails on his attempt to sneak behind and by the British sentry the sentry notices him and both will take an In Sight Test. He cannot say that a failure would allow the sentry to see him and automatically shoot him. A failure can only have one consequence.

Consequences must be agreed upon by all players involved and are at the discretion of the players.

RESOLUTION

Here's how a Challenge is taken:
- Determine what the Challenge will be.
- Define a success.
- Define the consequence of failure.
- The Challenger will roll 2d6 versus its Rep.
- Modify the Rep of the Challenger if any circumstances apply.
- Roll 2d6 versus the modified Rep and consult the Challenge Table.

2	**CHALLENGE**
	(Taken vs. Rep)
	Any result of "6" is an automatic fail.

CIRCUMSTANCE	MODIFIER
Using a Tool	+1
Challenger's Rep is higher than all opponents	+1
Challenger's Rep is lower than all opponents	-1

# D6 PASSED	RESULT
2	Challenge is a success.
1	Opposed Challenge: • Count as passed 0d6. Unopposed Challenge: • May choose not to continue the Challenge. May not try again during this Encounter. • May choose to immediately re-take the Challenge counting pass 1d6 as if passed 0d6.
0	Challenge is failed, suffer the consequences.

USING TOOLS

Tools are physical items that the character can use to increase his chance of success when taking a Challenge. Here are some examples:
- Using a musket butt to bust in a window.
- Using a rope to climb up a cliff.

Characters can only use one tool at a time to affect a Challenge.

PLAYING THE GAME

As you may or may not know all Two Hour Wargames can be played solo, same side (cooperatively) and head to head (competitively).

THE NOT SO GOOD OLD DAYS

In the *not so good old days* when you were forced to play a game solo it was pretty bleak. There weren't any good mechanics to recreate a live opponent. You were honor bound to make the best move for each side and surprise was out of the question. Not to mention the work of setting up a battle, let alone a campaign.

First you had to figure out what type of battle you were going to fight. Then what type of terrain you would be fighting over and what each side had in the way of numbers and troop types. The list goes on and on. Once you were done and all set up to play you gave it a whirl but it usually ended up as a boring game if you finished it at all.

SOLO

Now it's not only possible to play solo it's also a joy. Why? Because we've done all the work for you and with the Reaction System and using PEFs we've added the element of surprise to your solo games.

From deciding the forces involved to the scenario you play, all you have to do is bring out the figures and generate everything by rolling some dice and consulting some tables. *And by doing this no two games will ever be alike.*

SAME SIDE

Play on the same side? No way. *That was until Two Hour Wargames came along.* So we've explained how THW handles solo play so now let's explain *same side* gaming. What's it good for?

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game instead. Now you can sit around with a few of your buds and play *together* instead of against them. And it's a great way to get new players into the game

whether it's your friend, your kids, wife or girlfriend. Give it a try!

HEAD TO HEAD

So we've talked about solo and same side playing. That's where this section really comes into play for generating your battles.

But what about those times when you want to play head to head? It's real simple.

- Decide who is *controlling* or *contesting* the *territory* where the battle is being fought *(page, 31).*
- Agree on the Encounter Type *(page, 36)* and what role each player will play.
- Decide what forces each player will use.
- Each player receives three PEFs.
- Each player notes what each PEF, numbered 1 to 3, actually are. They can be actual troops or empty decoys.
- PEFs are placed as outlined in the Encounter and PEFs are used to replace the figures of the entering force. When resolved the forces are revealed without rolling on any table.
- Follow the Special Instructions for the Encounter as written.

PEFs, Encounter Type, what the…?

No worries, just keep reading.

Now that we've explained the ways to play the game let's get started with the best part of *Long Rifle.* Let's talk about Campaigns.

CAMPAIGNS

Campaigns can be as simple or as detailed as *you* want. The choice is up to you. Feel free to use as little or as much of the following rules for your battles and campaigns. In this part you will learn how to link your Encounters together into a continuous campaign where the result of one affects the course of the next. Think of it as chapters in a book. A story, your story!

YOUR ROLE

Your role in the Campaign is as follows:
- Lead or send your band on Encounters.

- Decide which of and how many Encounters your band will go on each month. [1]

- Manage your Grunts keeping track of their status as they go up or down in Reputation *(page, 5)*.

- Track your Fame Points *(page, 30)*.

- Keep them and yourself alive.

(1) You can have as many Encounters as you have party members if you choose. This would mean sending all of them out by themselves! Or you could send some and not others. An example would be sending two of your Grunts Trapping (page, 45) while you and the rest Hunt (page, 38).

BEING INDEPENDENT

If you desire, you can start out independent, not favoring one faction or the other. If you choose you can decide to support one side or the other. Or you can try and remain independent or choose during the campaign. In some instances the choice may be forced upon you. And remember, you don't own the territory that you are in, you're just living in it!

FAME POINTS

Word on the frontier spreads pretty fast. The more successful you are the more famous you are. How famous you are is a good barometer of how well you are doing in the campaign. It is also how you, personally, can increase your Rep. Grunts have their Rep increased in a different manner *(page, 54)*.

GAINING & LOSING FAME POINTS

During your Encounters your success can be rewarded with Fame Points that can be used to improve your Rep. Here's how we do it:
- You start with zero Fame Points.
- You gain and lose Fame Points by what you do during your Encounters *(page, 36)*.

TRACKING FAME POINTS

Fame Points are tracked after each Encounter and can go up or down. There are a few things you need to know about Fame Points:
- Keep a running of your total Fame Points.
- You *can* have a negative Fame Points total.
- When you reach a total of 20 Fame Points your Rep will increase by one and your current Fame Points drop to zero.
- When you reach a total of -20 Fame Points your Rep will decrease by one and your current Fame Points rise to zero.

Example - Gnarled Oak Rep 5 has fallen upon hard times. He is currently at -18 Fame Points, yes it's been a rough few months. Gnarled Oak decides to go Hunting (page, 38). He fails miserably and does not kill anything on the hunt and loses 3 Fame Points. He is now at a -21 Fame Points. Gnarled Oak has his Rep drop to 4 and his Fame Points rise to 0. FYI - If his party had five members in it he would have to let one of them go.

PERSONAL LOYALTY

During the campaign how successful you are will influence how loyal your Grunts are. During the month your Personal Loyalty can increase or decrease.

GAINING & LOSING PERSONAL LOYALTY

The loyalty of your Grunts can increase or decrease depending upon a variety of factors. Here's how it works:
- You start the campaign with Personal Loyalty equal to your current Rep. Check to see if it goes up or down at the end of each campaign month.

Here's how your Personal Loyalty goes up:
- Add one to your score if none of your men were injured this month.
- Add one to your score for each Out of the Fight figure you recovered and have in your possession at the end of play.

Here's how your Personal Loyalty goes down:
- Subtract one from your score for each of your own dead not in your possession at the end of play.
- Subtract two from your score for each of your Out of the Fight or Stunned casualties not in your possession at the end of play.
- Subtract two from your score if you chose not to defend a non-hostile Settler's homestead.

There are no minimum or maximum Personal Loyalty values.

TAKING THE TEST

The Personal Loyalty Test is taken at the *start* and the *end* and of each Encounter and by each party member. Here's how we do it:
- Each figure starts with 2d6.
- Modify this by a +1d6 if the figure is a relative.
- Roll the modified number of d6 versus your Personal Loyalty value.
- Determine how many d6 are passed, consult the Personal Loyalty Table and immediately carry out the results.

2	PERSONAL LOYALTY
	(Taken versus Personal Loyalty)

CIRCUMSTANCE	MODIFIER
If the character is related to you.	+1d6

# OF D6 PASSED	AT THE START	AT THE END
2+	Enthusiastic support! The character counts a +1 to his Rep for this Encounter only. Maximum of Rep 5.	Character is content and continues to stay on.
1	Things are just fine. Character has normal Rep for this Encounter.	Character of equal or greater Rep will decide to strike out on his own and leave. Other Reps will stay on.
0	Slacker! The character counts a -1 to his Rep for this Encounter only. Minimum of Rep 3.	Character decides to strike out on his own and leaves the band.

TIME IN THE CAMPAIGN

The French and Indian War lasted some six years with hostilities between British colonists and their French and Indian neighbors starting earlier.

To play the campaign game, pick a year in which you wish to start playing. The choices range from 1754 to 1760.

For simplicity's sake we track time in the campaign by the month. Players will have one Encounter *(page, 36)* per month.

CAMPAIGN TURN SEQUENCE

Let's explain the Campaign Turn sequence that will happen every month. Here's how we do it:
- At the start of each month roll 2d6.
- If "doubles" are rolled then a Random Event *(page, 33)* has occurred. Think of this an involuntary Encounter that has been thrust upon you.
- If any other result is rolled then you can choose to have an Encounter.
- At the start and end of each Encounter each member of your band takes the Personal Loyalty Test.
- After each Encounter adjust your Fame Points.
- Check to see if anyone in your band increases or decreases their Rep.

TERRITORY

The French and Indian War took place from Louisburg in Nova Scotia in the east to the Ohio Valley country in the west. And your band can operate anywhere in that area. But it's a large area! Rather than fighting a map based campaign, we concentrate on your little area. We call this a *territory*.

You live in the territory but it is *controlled* (defended) by one of four factions. They are:
- British.
- British Allied Indians.
- French.
- French Allied Indian.

The choice is up to you. Whichever you choose remember that the other side will be the *contesting* (attacking) side.

INVESTMENT LEVEL

Not all of the *territories* fought over during a campaign were equally contested. This means there will be some territories that are less active than others. This means there is less chance of contact with others. This is called the Investment Level. The higher the Investment Level, the more people are in the territory and the higher the chance of more things happening to you during your Encounters. Here's how we do it:

- To determine the Investment Level of the territory, consult the Investment Level Table.
- Start with the faction column and go down it until you reach the controlling faction and current year.
- The IL for the controlling faction is listed in the column to the right.
- Note that the IL can change as the years go by.

X	INVESTMENT LEVEL

FACTION	IL
French 1754-58	4
French 1759-60	3
French Allied Indians 1754-58	4
French Allied Indians 1759	3
French Allied Indians 1760	2
British 1754	3
British 1755	4
British 1756-57	3
British 1758-60	4
British Allied Indians 1754-58	2
British Allied Indians 1759-60	3

Example - I choose to live in a territory controlled by the French Allied Indians. The year is 1754. The Territory Investment Level is 4.

INCLEMENT WEATHER

Unless specified otherwise there is a chance (1) that there could be inclement or bad weather that will affect LOS *(page, 16)*. When inclement weather occurs (fog, rain, snow, etc), roll 1d6 and consult the Inclement Weather Table to determine the particulars of the weather.

1	INCLEMENT WEATHER
	(Read result as rolled)

#	RESULT
1	Terrible weather. No ranged weapons may be fired and no fires will burn! Visibility reduced to 12" during daylight, 6" at night.
2	Inclement weather but getting better. Count as if scored a result of "3" at the start of the Encounter. When *doubles* are rolled for activation the weather lifts and becomes clear.
3	Inclement weather during the whole Encounter. Ranged weapons misfire on a 5 or 6. Visibility reduced to 12" during daylight, 6" at night.
4	Inclement weather during the whole Encounter. Ranged weapons misfire on a 5 or 6. Visibility reduced to 12" during daylight, 6" at night.
5	Inclement weather worsening. Count as if scored a result of "4" at the start of the Encounter. When *doubles* are rolled for activation the weather turns to a result of "6".
6	Terrible weather. No ranged weapons may be fired and no fires will burn! Visibility reduced to 12" during daylight, 6" at night.

Note that the chance of a misfire increases to a "1" or "2" when rolling on the Ranged Combat Table.

RANDOM EVENTS

In *Long Rifle* there is a chance that you will have a Random Event occur once during the month. Here's how we do it:

- Roll 2d6 at the *start* of each month.
- If *doubles* are rolled then there is a Random Event. Any other score means there is not.
- If a Random Event occurs roll 1d6 and add the result to the Territory Investment Level.
- Consult the Random Events Table and immediately carry out the event. Note that some of them may not apply to your *profession*.

1	RANDOM EVENTS
	(Added to the Territory Investment Level)

#	EVENT
3	Hostiles.
4	War Party.
5	Rendezvous.
6	Snake Bit.
7	Hostiles.
8	Traps.
9	War Party.
10	Scout.

HOSTILES

There's an enemy force on your trail. Set up a Chase Encounter *(page, 37)*. They will be Allied Indians of the appropriate side if you have an enemy or rolled at random. Regardless, they want to do you harm!

SNAKE BIT

One of your party members, at random, including you, has been bitten by a poisonous snake. Here's how we do it:

- Roll 1d6 for each member of your party.
- High score was bitten.
- The member goes Out of the Fight and cannot participate in any Encounter this month.
- At the end of the month they roll on the After the Battle Recovery Table *(page, 24)*.

WAR PARTY

You come across tracks of a hostile war party heading towards a Settler's homestead. This has become a Raid: Defend - War Party Encounter *(page, 43)*.

RAID

Your encampment is being raided.

- Roll 1d6.
- On an even result you were not there when the raid took place and any excess fur bundles were lost.
- On an odd number this has become a Raid: Defend Encounter *(page, 42)*.

SCOUT

You have been offered a Scout job *(page, 44)*.

RENDEZVOUS

You meet 1/2d6 hunter/trappers. If only a single hunter/trapper take a Challenge Test. If successful he will join your party for the season regardless of its actual size. His maximum Rep is equal to yours. If more than one hunter/trapper you guys swap some coffee beans and info and that's it. Count the Territory Investment Level at one less than actual for the next month.

TRAPS

Someone or something has emptied your traps! No fur bundles *(page, 46)* collected this month.

PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has. By using PEFs we create an uncertainty as to size of the enemy force, its composition and location. Heck a PEF could even be just a case of nerves! PEFs are used in every Encounter.

GENERATING PEFS

Here's how PEFs are generated in the encounter.

- After the terrain has been set, forces generated, and the player side has *entered or been placed on the table* it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the table could contain a Possible Enemy Force or (PEF).
- Place an enemy figure of any type or PEF marker in this section of the table to represent the possible PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.

- If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the table. It is possible to have more than one PEF in the same section.

PEF REP

Just as figures have Reputations so do PEFs. The Rep of a PEF is equal to the Territory Investment Level. Once the PEF is resolved the figures replacing it will use their own Rep.

MOVING THE ENEMY

The enemy will take two forms. It will either be a PEF or it will be actual figures once the PEF is resolved. Let's see how each type moves starting with PEFs.

PEF MOVEMENT

PEFs move just like they were actual figures. Here's how we do it:

- When the opposing side activates start with the PEF that is closest to any player group.
- Roll 2d6 versus the Rep of the PEF, the Territory Investment Level.
- Determine how many d6 it has passed.
- Consult the PEF Movement Table *(page, 34)* and carry out the results.
- If the PEF must be resolved it is done prior to moving the next PEF.
- When the PEF has finished move on to the next PEF that is closest to any player group.
- Continue until all PEFs have moved.

2	**PEF MOVEMENT**
	(Taken versus the Territory Investment Level)

#D6 PASSED	**RESULT**
2	If there are other PEFs on the table roll 1d6: • (1-2) - PEF moves 16" directly towards nearest PEF and stops 4" away. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. If no other PEFs are on table roll 1d6: • (1-2) - PEF splits into two separate PEFs. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times.
1	If there are other PEFs on the table roll 1d6: • (1-3) - PEF moves 8" directly towards nearest PEF and stops 4" away. • (4-6) - PEF moves 8" towards nearest enemy through cover at all times. If no other PEFs on table roll 1d6: • (1) - PEF splits into two separate PEFs. • (2-6) - PEF moves 8" towards nearest enemy through cover at all times.
0	PEF doesn't move.

SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

RESOLVING PEFS

When PEFs are resolved it could be friends, enemies, neutrals or even nothing. Here's how we resolve PEFs:

- The PEF is active and moves into LOS of a player group *or* an active player group moves into LOS of the PEF. In either case this will trigger PEF Resolution.
- Roll 1d6 and add the Territory Investment Level to the score.
- Consult the PEF Resolution Table.
- Immediately carry out the result.

1   PEF RESOLUTION
(Result read as rolled)

CIRCUMSTANCE	MODIFIER
Add the Territory Investment Level	+2 to +4

#	TIL 2	TIL 3	TIL 4
3	A	x	x
4	B	B	x
5	C	C	C
6	D	D	D
7	D	D	D
8	E	E	E
9	x	E	E
10	x	x	E

A - TRACKS

You have found animal tracks. If you choose to follow them this has become a Hunt Encounter (page, 38).

B - TRAIL

You have found a trail. If you declare that you are "staying on the trail" then count the Territory Investment Level at one level higher as long as you remain on the trail. You can move off the trail whenever you are active.

C - FRIENDS

You have run into *friends.* Roll 2d6 versus the Territory Investment Level and consult the Friends Table to see who you have met.

2   FRIENDS
(Taken versus the Territory Investment Level)

#D6 Passed	Result
2	You have met Settlers. You exchange pleasantries, swap staples and info. Count the Territory Investment Level one lower for remainder of this Encounter.
1	You have met Irregulars. You exchange pleasantries, swap coffee beans and info. Count the Territory Investment Level one lower for remainder of this Encounter.
0	You have met Indians. You exchange pleasantries, swap items and info. Count the Territory Investment Level one lower for remainder of this Encounter.

D - NEUTRALS

You have run into *neutrals.* Roll 2d6 versus the Territory Investment Level and consult the Neutrals Table to see who you have met.

2   NEUTRALS
(Taken versus the Territory Investment Level)

#D6 PASSED	RESULT
2	You have met Irregulars.
1	You have met Indians.
0	You have met Soldiers.

E - ENEMIES

You have run into *enemies.* Roll 2d6 versus the Territory Investment Level and consult the Enemies Table to see who you have met.

2   ENEMIES
(Taken versus the Territory Investment Level)

#D6 Passed	Result
2	You have met Soldiers.
1	You have met Irregulars.
0	You have met Indians.

2   HOW MANY GRUNTS
(Add the scores together)

#	NUMBER OF ENEMY
2	1/2 as many as the party with a minimum of 1.
3	As many as the party less 2 with a minimum of 1.
4	As many as the party less 2 with a minimum of 1.
5	As many as the party less 1.
6	As many as the party.
7	As many as the party.
8	As many as the party.
9	As many as the party plus 1.
10	As many as the party plus 2 more.
11	As many as the party plus 2 more.
12	1/2 as many more than the party with a minimum of 2 more.

X - NOTHING

Actually it was a bad case of nerves.

WHAT HAPPENS NOW

If you run into the Enemy both sides take the In Sight Test.

If you run into Friends you can join them or in some cases (1-2) they may join you. You exchange pleasantries, swap coffee beans and info. *Count the Territory Investment Level one lower for the remainder of this Encounter.*

If you run into Neutrals then things can get a bit dicey.
- Set up all the figures within 3" and LOS of each other if possible but no more than 6" apart.
- Immediately take a Challenge Test with a -1 to your Rep if encountering British or French Regulars
- If successful you exchange pleasantries and swap coffee beans and info. *Count the Territory Investment Level one lower for remainder of this Encounter.*
- If you fail Regulars will insist that you join them and in effect, choose sides. Indians will consider you an enemy with both sides immediately taking the In Sight Test. The European Allies of these Indians may (1) consider you an enemy from now on.

ENCOUNTERS

It's time to go over the Encounters found in *Long Rifle*. They are:
- **Chase: Chasers** *(page, 37).*
- **Chase: Runners** *(page, 37).*
- **Escort** *(page, 38).*
- **Hunt** *(page, 38).*
- **Raid: Attack** *(page, 41)*
- **Raid: Defend** *(page, 42).*
- **Scout** *(page, 44).*
- **Trade** *(page, 44).*
- **Trapping** *(page, 45).*

Not all *professions* will have all of the Encounters. The Encounter by Profession Tables will show you which Encounters are available to which *professions*.

X	**ENCOUNTERS BY PROFESSION SCOUT OR HUNTER/TRAPPER**	

ENCOUNTER	*SCOUT*	*HUNTER/TRAPPER*
Chase: Chasers	x	x
Chase: Runners	x	x
Escort	x	
Hunt		x
Raid: Attack		
Raid: Defend	x	x
Scout	x	
Trade		x
Trapping		x

X	**ENCOUNTERS BY PROFESSION SETTLER OR SOLDIER**	

ENCOUNTER	*SETTLER*	*SOLDIER*
Chase: Chasers	x	x
Chase: Runners	x	x
Escort		x
Hunt	x	
Raid: Attack		x
Raid: Defend	x	
Scout		
Trade		
Trapping		

X	**ENCOUNTERS BY PROFESSION IRREGULAR OR WARRIOR**	

ENCOUNTER	*IRREGULAR*	*WARRIOR*
Chase: Chasers	x	x
Chase: Runners	x	x
Escort	x	
Hunt	x	x
Raid: Attack	x	x
Raid: Defend		
Scout	x	x
Trade	x	x
Trapping	x	x

PRESENTATION

Although they may be different from each other Encounters are always presented in the same form.

- *Encounter Name -* This tells you the type of Encounter it will be and brief description.
- *Objective -* This tells you how to be successful.
- *Forces -* This tells you the forces involved.
- *Terrain -* This outlines the terrain of the table.
- *Deployment -* This tells you where the forces and PEFs are placed.
- *Special Instructions -* This is information that is not covered in the other sections.
- *Fame Points Gained or Lost -* The number of Fame points you gain or lose based on your performance.

CHASE

In the Chase Encounter one side is pursuing the other, usually smaller, side. This can be triggered by a Hostiles Random Event *(page, 33)* or by another Encounter such as Scout or Escort.

OBJECTIVE
- The fleeing side (Runners) must escape the pursuing side (Chasers).
- The pursuing side (Chasers) must catch and kill or capture the fleeing side (Runners).

FORCES
- Whether pursuing or fleeing you can use up to your full band.
- To determine how many enemy figures are being used roll on the How Many Grunts Table (page, 35). This may result in you pursuing more figures than you have. *For an example see the ending of the Last of the Mohicans movie.*
- It is possible that the figures involved will be generated from a previous Encounter.

TERRAIN
- Generate terrain as you normally would *(page, 26).*

DEPLOYMENT
- No figures start on the table.

SPECIAL INSTRUCTIONS
- The Encounter will take place during the day (1-5) or night (6).
- There is a chance (1) of Inclement Weather *(page, 32).*
- Now move the fleeing party onto section 7, 8, 9 or any combination of those sections if you choose to split them.
- The game now begins with activation dice being rolled.
- When the pursuing party activates it will enter the table onto section 7, 8, 9 or any combination of those sections if you choose to split them.

- Any fleeing figure that exits the table through sections 1, 2 or 3 *may* have escaped. If any pursuing figures can exit the table on the same turn as the fleeing figures only those fleeing and pursuing figures will now do a second Chase Encounter.
- The Chase continues until the Runners have escaped or been captured or killed.
- Note that any Star captured will escape but must use the Cheating Death rule to do so unless you decide to play the escape out as an Encounter. I'd suggest a doing another Chase Encounter but generating PEFs as well.

FAME POINTS GAINED OR LOST
- You gain one Fame Point for each member of your party that escapes.
- You lose two Fame Points for each member of your party that does not escape.

SPECIAL NOTE

If you like you can use the Canoe Chase rules (page, 50) instead of this Encounter. This means the Chase is played out on the grid *(page, 50).* Here's the difference:
- The figure in the fleeing party (Runners) with the highest Rep is the Leader.
- All figures, both Runners and Chasers, start with 2d6.
- Modify the number of d6 by any applicable circumstance.
- Roll the modified number of d6 versus the Rep of the figure. Determine how many d6 each figure passed.
- Compare the number of d6 passed against the number of d6 passed by the Leader and consult the Resolving the Chase Table.

2 RESOLVING THE CHASE
(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
Scout, Irregular or Warrior	+1d6
Carrying Out of the Fight figure	-1d6

# D6 PASSED	RESULT
More than the Leader	Move up one section on the grid. Carry out any allowed combat.
Same as the Leader	Stay in the current section of the grid. Carry out any allowed combat.
Less than the Leader	Drop back one section on the grid. Carry out any allowed combat.

The challenge is when you have lower Rep figures in the fleeing party.

Example - The Scout Hawkeye, the Leader (the figure in the fleeing party with the highest Rep) rolls 3d6 versus his Rep of 5. He passes 3d6. Cora rolls 2d6 versus her Rep of 3 and passes 1d6. Hawkeye must choose to press on and let Cora fall behind one section or slow down to stay with her.

ESCORT

In the Escort Encounter you have been contracted by Settlers (1-2), the controlling European faction (3-4), or the contesting European faction (5-6) to escort 1+1/2d6 characters safely through the territory.

OBJECTIVE
- Your objective is to escort the contracted figures safely across the table.
- To be successful you and the contracted figures must exit the table from sections 1, 2, or 3.

FORCES
- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN
- Generate terrain as you normally would *(page, 26)*.

DEPLOYMENT
- No figures start on the table.

- Your band will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS
- The Encounter takes place during the day.
- Establish the Territory Investment Level *(page, 32)*.
- There is a chance (1) of Inclement Weather *(page, 32)*.
- To determine the contracted figures roll 1/2d6 for the numbers then roll on the Settlers Table *(page, 43)* to determine the type. Note that European contracted figures will *always* be unarmed regardless of what the table may say.
- Now move your band onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally *(page, 33)*.
- Resolve PEFs as needed *(page, 34)*.
- Play continues until the player has escorted the contracted figures off the other table edge, given up, or lost the contracted figures.

FAME POINTS GAINED OR LOST
- You gain one Fame Point for each figure you successfully escort off of the table.
- You gain Fame Points equal to the Territory Investment Level.
- You lose three Fame Points for each figure you fail to escort off the table.

HUNT

In the Hunt Encounter you will track and kill wild animals. You can only hunt for wild animals during the months from March to September. [1] In October you have the chance to have a Trade Encounter *(page, 44)*.

(1) What do you do the rest of the year? That's up to you. You can continue the campaign or fast forward it to the next March.

OBJECTIVE
- Your objective is to track and kill wild animals.
- To be successful you must track and kill at least one wild animal.

FORCES
- You may use as much or as little of your band as desired.

- Do not worry about gathering the enemy as all animals and any enemy forces are determined in the Special Instructions section.

TERRAIN

- You may choose the Overall Terrain Type *(page, 26)* where the hunt will take place.

DEPLOYMENT

- No figures start on the table.
- Your band will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the day.
- Establish the Territory Investment Level *(page, 32)*.
- There is a chance (1) of Inclement Weather *(page, 32)*.
- Now move your band onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally *(page, 33)*.
- Resolve PEFs as outlined in the Resolving Animal PEFs section *(page, 39)*.
- Play continues until there are no more PEFs on the table or the player has decided that he has killed enough wild animals.

FAME POINTS GAINED OR LOST

- You gain ten Fame Points if you kill a Bear.
- You gain five Fame Points if you kill a Mountain Lion.
- You gain two Fame Points if you kill a Wolf.
- You gain one Fame Point if you kill an Elk.
- You gain zero Fame Points if you kill Small Game but the Hunt does <u>not</u> count as a failure!
- You lose Fame Points equal to six minus the Territory Investment Level if you do not kill any animals.

RESOLVING ANIMAL PEFS

Animal PEFs are moved normally using the PEF Movement rules *(page, 34)* but resolved differently. Here's how we do it:

- PEFS in a Hunt are only resolved when a player group can physically contact the PEF *or* the PEF can physically contact a player group.
- This is the only case where PEFs are not resolved based on LOS.

Once this occurs we have to find out what you may have run into. Here's how we do it:

- Once the PEF is contacted start with the number six.
- Subtract the Territory Investment Level.
- The sum is the Target Number for tracking the prey.
- Modify the Target Number by any applicable Circumstances.
- Roll 2d6 versus the modified Target Number, determine how many d6 are passed and consult the What's Out There Table *(page, 40)*.

WHAT'S OUT THERE?

It would be impossible to tailor hunting to every area of the world and to every possibility. So instead we've made things easy to follow.

If you are trapping your traps will catch fur bearing creatures high in demand. We call them *fur bundles (page, 41) and* the biggest risk you have with them is if someone empties your traps.

For hunting we have divided the animals into four types. All of the animal types will use the Animal QRS in the rear when taking a Reaction Test. You can take the types literally or substitute a similar animal. They are:

- ***Small Game -*** This represents small timid animals such as rabbits, birds, etc. that are great for eating but not much more. Not a threat to you. *Small Feeders have a Rep of 3.*
- ***Elk -*** And Deer as well. Good to eat and you can gain some Fame Points for hunting them successfully. *Elk have a Rep of 4.*
- ***Wolves -*** 80 pounds of aggression and they come in packs of 1+1d6. If presented with more than one target the wolves will split their attacks randomly with a minimum of one wolf per figure. You can gain some Fame Points for hunting them successfully. Wolves count a +1d6 when rolling on the Melee Table. *Wolves have a Rep of 4.*
- ***Mountain Lion -*** Wild cats are in this category. Animals that can maul you pretty badly if you aren't careful. You can gain some Fame Points for hunting them successfully. Mountain Lions count a +2d6 when rolling on the Melee Table. *Mountain Lions have a Rep of 5.*
- ***Bear -*** We're talking *big bears*. Big Fame Points for bagging one of these. Bears count a +3d6 when rolling on the Melee Table. *Bears have a Rep of 5 and use 3d6, counting the best 2 results, when taking Reaction Tests.*

Be sure to check out the Animals QRS *before* you go hunting to see how they will behave when confronted.

2   WHAT'S OUT THERE
(Taken versus "6" minus the Territory Investment Level.)

CIRCUMSTANCE	MODIFIER
If the character is a hunter/trapper.	+1d6
If in hunting in Clear terrain.	-1d6
If in hunting in Wooded terrain.	+1d6
If in hunting in Inclement Weather.	-1d6

# D6 PASSED	AT THE START
3	You see signs of an Elk (1-3), 1+1/2d6 Wolves (4), a Mountain Lion (5), or a Bear (6). Go to the Tracking Table.
2	You see signs of an Elk (1-3), 1+1/2d6 Wolves (4-5), or see Small Game (6). Go to the Tracking Table.
1	You see signs of an Elk (1-2) or see Small Game (3-6). Go to the Tracking Table.
0	You see Small Game. Go to the Tracking Table.

TRACKING THE PREY

Once you have determined what game is available it's time to actually hunt it. Here's how we do it:

- The character with the highest Rep in the party starts with 1d6 per point of Rep.
- The prey starts with 1d6 per point of Rep.
- Modify the number of d6 rolled by any applicable circumstances.
- Each side rolls their d6 and looks for successes (a score of 1, 2, or 3).
- Compare the number of successes scored, consult the Tracking Table, and carry out the results. Place the figures on the table when called for before taking any In Sight Tests.
- If a hunter loses the tracks of the prey he returns to the hunt.
- When there are no more PEFs on the table the hunt is over.

REP   TRACKING TABLE
(Looking for successes)

CIRCUMSTANCE	MOD
If the character is a Hunter/Trapper.	+1d6
If the character is a Soldier	-1d6

# SUCCESSES	RESULTS
2+ or more than opponent	*If Hunter scores more*: Hunter has closed to within 12" of the prey. Only the Hunter takes the In Sight Test. If score any successes may take the shot. *If Prey scores more: Bears, Mountain Lions and Wolves* close to within 6" and have ambushed the party with wolves coming in from two opposite sides. Only the prey takes the In Sight Test. If score any successes go right to melee with a random party member, no Charge into Melee Test is taken. If no successes scored do as outlined but both sides take the Charge into Melee Test. *Elk and Small Game* count as pass 1 more than opponent.
1 more than opponent	*If Hunter scores more*: Hunter has closed to within 12" of the prey. Prey sees hunter and will respond. Both sides take In Sight Test. If hunter goes first he may shoot. If prey goes first, *Bear, Mountain Lion or Wolves* will charge random hunter. Both take the Charge into Melee Test. *Elk and Small Game* will disappear into cover with hunters getting a Parting Shot. *If Prey scores more:* Hunter loses track of prey.
Same number as opponent	Hunter loses track of prey.

ANIMALS AFTER THE MELEE

If after a round of melee the animal is still around check to see if it wants to continue the fight or disappears into the woods. This is in addition to any Reaction Tests it may have already taken. Here's how we do it:

- Each animal rolls 2d6 versus its Rep.
- Determine how many d6 are passed and consult the Animal Fight or Flight Table and immediately carry out the results.

2   ANIMAL FIGHT OR FLIGHT
(Taken versus Rep)

# D6 PASSED	AT THE START
2	Animal continues the melee or if disabled target from previous melee will look for new target.
1	If outnumbered by hunters or if Wolves will disappear into cover. Otherwise remain in melee.
0	Animal disappears into cover.

AFTER THE KILL

After the kill is made it will take one figure one turn of uninterrupted work on the carcass to reduce its *original* Rep by 1 point. When the carcass has been reduced to Rep 0 it is ready to pack out and Fame Points can be awarded. Multiple figures can work on a carcass to reduce the Rep to 0 in less time.

Example - An Elk has been killed. One figure spends two turns working on it to get it to Rep 2. The next turn of activation a second figure joins in and the Rep is reduced to 0 that turn.

FUR BUNDLES

The rewards of hunting and trapping come from selling your fur bundles (think skins, pelts, etc.) at the trading post at the end of the season.

Each Elk you kill and pack out is worth 4 fur bundles. Each Mountain Lion is worth 5 fur bundles while a Bear is worth 12.

Example - Scout kills three Elks (Rep 4) and a Bear (Rep 6) over the season so he has 24 fur bundles to trade (page, 44).

UNWANTED ATTENTION

When you are hunting there is a chance of drawing unwanted attention to you during the hunt. Here's how we do it:
- Keep track of how many shots you take during the Encounter.
- After each turn has been completed, during which a shot has been fired, roll 1d6 versus the number of shots taken so far and determine how many d6 are passed.

- Pass 1d6: Generate a new PEF normally. This PEF is *not* an animal and all PEF rules *(page, 33)* apply.
- Pass 0d6: No PEF generated.

Example - My band goes hunting and we run into a Mountain Lion. The three of us fire one shot each during the turn. At the end of the turn we roll 1d6 and score a 5. Nothing has happened. Two turns later I shoot an Elk. At the end of the turn I roll 1d6 and score a 4. As this is equal or less than the total number of shots we have taken a non-animal PEF is generated, placed and resolved normally.

RAID: ATTACK

In the Raid: Attack Encounter you will be the raiding side. You can choose to raid any other faction and *profession*.

OBJECTIVE
- Your objective is to loot/burn the enemy buildings and capture prisoners.
- Once you have accomplished this you must exit the table from the edge that you entered.

FORCES
- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN
- Generate terrain as you normally would *(page, 26)*.
- Place one (1-5) or two (6) buildings in section 2 as the objective that must be raided.

DEPLOYMENT
- No figures start on the table.
- Your band will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS
- The Encounter takes place during the day (1-5) or night (6).
- Establish the Territory Investment Level *(page, 32)*.
- There is a chance (1) of Inclement Weather *(page, 32)*.

- Now move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally *(page, 33)* but place one of the PEFs inside each building. *These do not move.*
- Resolve PEFs as needed *(page, 34)*.
- When one or more player figures moves to within LOS of a building resolve the PEF that is inside.
  - The figures, if any, will be inside the building if any shots have been fired. If no shots have been fired roll 1d6 for each figure.
    - If an even number is scored the figure is inside the building and may (1-3) or may not (4-6) be looking out of a window or door facing the player figures.
    - If an odd number is scored the figure 1+1d6" outside the building and may (1-3) or may not (4-6) be facing the player figures.
  - When a raiding figure enters an empty building roll 1/2d6. This is the number of uninterrupted turns of activation a figure must spend inside the building to loot it.
  - Buildings can also be burned with fire *(page, 25)*.
- Play continues until the player has looted the buildings, captured prisoners, been destroyed, or chooses to leave the table.

FAME POINTS GAINED OR LOST
- You gain two Fame Points for each enemy your party captures.
- You gain one Fame Point of each enemy that your party kills.
- You gain three Fame Points for each building your party burns to the ground.
- You lose two Fame Points for each member of your party that is lost or killed.

RAID: DEFEND

In the Raid: Defend Encounter you will be the defending side.

OBJECTIVE
- Your objective is to prevent the enemy from successfully raiding your dwelling or capturing members of your band.

- The Encounter is over when you have chased off or destroyed all enemy forces and PEFs on the table.

FORCES
- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN
- Generate terrain as you normally would *(page, 26)*.
- Place one (1-5) or two (6) buildings in section 2 as the objective that must be defended.

DEPLOYMENT
- You are allowed to choose which end of the table has sections 1, 2, and 3. Once the terrain has been set place your force in sections1, 2, or 3 or any combination of those sections if you choose to split your force.
- No enemy start on the table.

SPECIAL INSTRUCTIONS
- The Encounter takes place during the day (1-5) or night (6).
- Establish the Territory Investment Level *(page, 32)*.
- There is a chance (1) of Inclement Weather *(page, 32)*.
- Generate and have the PEFs enter through sections 7, 8, or 9 at random.
- Resolve PEFs as needed.
- Play continues normally until the player has driven off all enemy forces and PEFs, been destroyed, or chooses to leave the table.

FAME POINTS GAINED OR LOST
- You gain one Fame Point of each enemy that your party kills.
- You gain three Fame Points for each building your party stopped from being looted or burned to the ground.
- You lose two Fame Points for each member of your party that is lost or killed.

If members of your party are captured you may immediately choose to have a Chase Encounter.

RAID:
DEFEND - WAR PARTY

The Raid: Defend - War Party Encounter is a little bit different than the normal Raid: Defend Encounter.

TO HELP OR NOT TO HELP?

This Encounter can only be triggered by the War Party Random Event *(page, 33).*

"You come across tracks of a hostile war party heading towards a Settler's homestead."

Once you come across the tracks you can choose to do one of two things:
- You can choose to help the Settlers defend their homestead. If you do then play out a Raid: Defend Encounter.
- You can choose not to help defend the Settlers and skip this Encounter.

IF YOU CHOOSE TO HELP DEFEND

Use the following Special Instructions.
- There will be 2+1/2d6 Settlers. There will *always* be one adult male and one adult female as found on the Settlers Table. Roll randomly to determine which Settlers are used.
- Roll 2d6 for each additional Settler consulting the Settlers Table.

2	SETTLERS		
	(2d6 added together)		

#	TYPE	REP	WEAPON
2	Adult Female	4	Musket
3	Adult Male	4	Musket
4	Female Baby	na	Unarmed
5	Teenage Female	3	Unarmed
6	Male Child	2	Unarmed
7	Female Child	2	Unarmed
8	Male Child	2	Unarmed
9	Teenage Male	3	Musket
10	Male Baby	na	Unarmed
11	Adult Male	3	Musket
12	Adult Female	3	Unarmed

- The Settlers are pro-French (1-2), pro-British (3-4), or independent (6).

- The enemy will be the Indian Allies of the opposing faction.
- If the Settlers are independent:
- Roll 1d6 to determine who is raiding.
  - (1-2): They are pro-British Indians.
  - (3-6): They are pro-French Indians.

Example - Scout, a Rep 5 Star, has learned of an upcoming raid upon a small homestead occupied by a family of Settlers. Scout decides to help defend the family.

This becomes a Raid: Defend Encounter.

He rolls 1d6, scores a 3, and determines that there is only one building to defend.

He rolls 1/2d6 and scores a 3 meaning there will be 4 Settlers (2+2). There is one adult male and adult female. He rolls to randomly determine which of the two entries in the Settlers Table will be used for each character. He scores a Rep 4 male and Rep 3 female. He next rolls twice on the Settlers Table and scores a 4 (female baby) and 7 (female child).

He now rolls to see who they are and scores a 3 meaning that they are pro-British. This automatically means they will be attacked by pro-French Indians.

ENEMIES - HOW MANY?

To determine the number of Indian raiders use the How Many Grunts Table *(page, 35)* with your party and the Settlers counting as the total force.

Example - Scout has decided to help defend the Settlers from the Raid. He rolls 2d6 on the How Many Grunts Table and scores a 7. As he is added to the Settler total there will be 5 Indian raiders.

IF YOU CHOOSE NOT TO HELP DEFEND

This is a voluntary Encounter driven by a Random Event so you can choose to help defend the Settlers or not. The choice is yours.

If you do not help defend, play out the game with *you* as the adult male Settler Grunt.

Or you can determine the result randomly. Here's how we do it:
- Roll 1d6 equal to the number of Indian raiders.
- Roll 1d6 equal to the number of adult male Settlers.
- Determine how many successes each side rolled.
- Consult the To Defend or Not To Defend Table.

#	**TO DEFEND OR NOT TO DEFEND**
	(Looking for successes)

# OF SUCCESSES	RESULT
Indians scored more than the Settlers	Indians kill all the male Settlers and capture the females. Burn homestead to the ground.
Indians scored equal or less than the Settlers	Settlers hold off the Indians who leave.

THE HITCH

If you choose to help defend the Settlers the following will happen:
- The attackers, the Indian Allies, are now considered your enemies.
- There is a chance (1) that the European allies of those Indians, the French or British, will now consider you as an enemy as well.

FAME POINTS GAINED OR LOST
- You gain five additional Fame Points for successfully defending the homestead in addition to the ones gained or lost in the Raid: Defend Encounter.

SCOUT

The Scout Encounter requires you to scout the tabletop and report back to whoever contracted you to do so.

OBJECTIVE
- Your objective is to scout the table.
- To be successful *you* must spend *one turn* with LOS to the center of every section of the table. Once you have accomplished this you must report back to whoever contracted you by exiting the table from the edge that you entered.

FORCES
- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN
- Generate terrain as you normally would *(page, 26).*

DEPLOYMENT
- No figures start on the table.
- Your band will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS
- The Encounter takes place during the day.
- Establish the Territory Investment Level *(page, 32).*
- There is a chance (1) of Inclement Weather *(page, 32).*
- If you are *independent* the contesting side will offer you the job.
- If you are not independent then the side you support will offer you the job.
- If you were independent before you took the job you may not be any more (1-2) as word travels fast.
- Now move your band onto sections 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally *(page, 33).*
- Resolve PEFs as needed *(page, 34).*
- Play continues until the player has scouted every section of the table, been destroyed, or chooses to leave the table.

FAME POINTS GAINED OR LOST
- You gain Fame Points equal to the Territory Investment Level if you succeed in scouting all the sections.
- You lose Fame Points for every section you do not scout up to the Territory Investment Level.

TRADE

The Trade Encounter is when the rewards for your hunting and trapping are reaped and can only be taken in October.

OBJECTIVE
- Your objective is to make it to the trading post and trade your fur bundles for supplies and money.
- To be successful you and your band must exit the table at the opposite table edge with your fur bundles.

FORCES
- You may use as much or as little of your band as desired.

- Do not worry about gathering the enemy as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- Generate terrain as you normally would *(page, 26)*.

DEPLOYMENT

- No figures start on the table.
- Your band will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the day.
- Establish the Territory Investment Level *(page, 32)*.
- There is a chance (1) of Inclement Weather *(page, 32)*.
- Each member of your band can carry up to three times their Rep in fur bundles (Bear fur bundles count half for carrying purposes.) Note which character is carrying how many fur bundles and what type.
- Now move your band onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally *(page, 33)*.
- Resolve PEFs as needed *(page, 34)*.
- Play continues until the player has exited the other table edge, given up, or lost its fur bundles.
- The hunter/trapper can try as many times during the month as desired until he has a successful Trade Encounter but will lose one fur bundle for each failure.
- Once he has exited the table he may trade his fur bundles at the trading post. See the section called *Trading the Furs*.

FAME POINTS GAINED OR LOST

- You lose five Fame Points if you do not make it off the table with any fur bundles.
- You lose one Fame Point for each fur bundle lost.
- You gain Fame Points by trading furs.

TRADING THE FURS

Here's how to trade the furs:

- Roll 1d6 for each fur bundle.
- On a result of 1 the fur bundle was judged to be of poor quality and not worth any Fame Points.
- On a result of 6 the fur bundle was judged to be of high quality and is worth 2 Fame Points.
- On any other result means the fur bundle is judged to be of good quality and worth 1 Fame Point.
- Divide the total number of Fame Points traded by the number of characters in your band, rounding down. You receive that number of Fame Points.

Example - Scout and two party members brought three Elk and one Bear worth a total of twenty four fur bundles. I roll 24d6, one for each bundle and score three ones (the fur bundles are worthless and worth zero Fame Points each), two sixes (the fur bundles are worth two Fame Points each) and nineteen other results (the fur bundles are worth one fame Point each). The total would be 19 + 4 or 23 Fame Points. I divide this by the three members of the party and get a total of 7 Fame Points per share as the number is rounded down. Scout receives 7 Fame Points.

TRAPPING

In the Trapping Encounter you will set and check your traps to see if you have caught anything. What you catch will be converted into *fur bundles*. You may only set traps for wild animals during the months from March to September. In October you have the chance to have a Trade Encounter *(page, 44)*.

OBJECTIVE

- Your objective is to trap wild animals for their fur.
- To be successful you and your band must enter sections 1, 2 and 3, check your traps, then exit the table back the way you entered with your fur bundles.

FORCES

- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- Generate terrain as you normally would *(page, 26)* with the exception that traps are always set near rivers or creeks. Sections 1, 2 and 3 will always have a river in them.

DEPLOYMENT

- No figures start on the table.
- Your band will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the day.
- Establish the Territory Investment Level *(page, 32)*.
- There is a chance (1) of Inclement Weather *(page, 32)*.
- Now move your band onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally *(page, 33)*.
- Resolve PEFs as needed *(page, 34)*.
- When you reach section 1, 2 or 3 you must spend one turn of uninterrupted activation checking your traps.
- Play continues until the player has exited off the opposite table edge, been destroyed or chooses to leave the table.

FAME POINTS GAINED OR LOST

- You cannot gain any Fame Points from a Trapping Encounter but you can gain fur bundles. These fur bundles can be traded in October at the *trading post* for Fame Points.

TRAPPING

Here's how we do it:

- On the first successful Trapping Encounter you will *set* your traps. You may place traps in section 1, 2, or 3 or any combination.
- On the second and subsequent Trapping Encounters you will *check* your traps.
- To check your traps roll 2d6 versus the Rep of your best hunter/trapper on the Encounter for each trap.
- Determine the number of d6 passed.
- Consult the Check Traps Table and immediately carry out the result.

2	**CHECK TRAPS**
	(Taken versus Rep)

# D6 PASSED	**RESULT**
2	***Traps are full!*** Collect fur bundles equal to six minus the Territory Investment Level.
1	***Half empty!*** Collect 1/2d6 fur bundles.
0	***Nothing in the traps!*** Lose one Fame Point.

- After the traps are emptied they are considered to be re-set.

STOCK PILING FUR BUNDLES

Players may only carry up to three times their Rep in *fur bundles.* Any bundles in excess of this number are considered to be stockpiled in a building or structure and subject to being raided. Any building looted by raiders will be assumed to contain any excess fur bundles the party has accumulated.

Example - Scout (Rep 5) and two Rep 3 hunter/trappers have accumulated 37 fur bundles. The three can only carry 33 with them so the other 4 are stockpiled in cabin. Later in the year you roll a Random Event, Raid and your encampment is raided. You were not there so lose the 4 fur bundles.

CANOES

These are optional rules for adding canoes in your games. Where a rule in this section conflicts with a rule presented previously, substitute this one instead.

Canoes are used in two ways during you games. They are:

- On the table moving your figures in the Encounter where they activate and perform as any other group.
- Or involved in a chase that will cover much more ground than the table can provide.

Let's go over the first way canoes are used.

GROUPS

All the passengers in a canoe count as being in the same group. Any canoes within 4" of each other are counted as being in the same group. *Canoes will always activate on the Rep of the figure steering the canoe.*

TYPES OF CANOES

In *Long Rifle* we have three types of canoes listed by their primary function. They are:

- **3 Man Canoes** - These small crafts can hold up to three figures. Any type of cargo such as twelve fur bundles, ammunition, etc. that would roughly occupy the space of one man can be carried but replaces one man. These are available to all except for European Soldiers.
- **5 Man Canoes -** Larger canoes representing those that carried trappers and traders as well as small scouting parties. They can hold up to five figures. Any type of cargo such as twelve fur bundles, ammunition, etc. that would roughly occupy the space of one man can be carried but replaces one man. These are available to all except for European Soldiers.
- **War Canoes -** The largest and fastest of all the canoes. They can hold up to nine figures. Any type of cargo such as twelve fur bundles, ammunition, etc. that would roughly occupy the space of one man can be carried but replaces one man. Available to only to Indians or European Soldiers that are accompanying their Indian Allies.

CANOE TABLE

TYPE	SPEED	ACCEL	TURNS	SEATS	BV
3 Man	4/2	2	2	3	2
5 Man	4/2	2	2	5	4
War	3/2	1	1	9	8

DEFINING THE CANOE

All canoes are defined by the following characteristics. They are:

TYPE – The type of canoe it is.

SPEED – The first number is multiplied by the number of paddlers to arrive at the actual speed it will travel when going with the current.

The second number is multiplied by the number of paddlers to arrive at the actual speed it will travel when going against the current.

Note that one occupant will be in charge of steering from the rear of the canoe so cannot be counted towards the total speed.

Example - The Huron war party of nine figures would have a top speed of 24" per turn as the steering figure does not count as paddling.

ACCEL - This is the number of paddlers that the canoe can count to determine its speed each turn of activation. Note that a canoe can decelerate its speed by 2 paddlers per turn.

Example - A Huron war canoe with seven warriors is pushed into the water on the first turn it is active. It can only count 1 paddler so will move 3". The next turn of activation it can accelerate by 1 paddler to 2 paddlers. This gives it a speed of 6". When next active it can increase its speed to 9" if it adds another paddler. At top speed it will be able to move 18", or six paddlers, as one occupant is needed to steer.

TURNS – This column tells you how many times a canoe can make up to a 90-degree change of direction when they are active. Turns are allowed at any time during the activation turn.

SEATS– How many people or equivalent the canoe can safely carry. If desired you may overload the canoe by up to half. This reduces its speed by 25% and Bash Value by half, rounding down.

BASH VALUE – The relative size and Impact a canoe will make when bashed against other canoes or swimmers. *The Bash Value of a canoe is equal to the number of paddlers currently paddling when contact is made, whether active or not.*

Example - The war canoe has nine occupants but only five are paddling. It has a Bash Value of five. Two turns later it has gotten up to seven paddlers and its Bash Value is raised accordingly.

MOVEMENT

At the start of each turn and before activation dice are rolled *all* canoes that can will make their moves going from highest rep to lowest and ties being rolled off. Canoes that contact other canoes or swimmers during this phase will immediately attempt to Bash *(page, 48)*. The Bash sequence must be resolved as soon as it occurs.

Later during the turn, when they would normally activate, the canoes cannot move but their occupants can perform other actions such as firing a weapon or meleeing.

HOW FAR?

A canoe may move up to its maximum distance based on its Speed and number of paddlers actively rowing the canoe.

INCREASING AND DECREASING SPEED

During this phase the layer may increase or decrease the number of paddlers before moving.

Example - Before activation dice are rolled I move my Huron war canoe. There are seven paddlers actively rowing but I decide to reduce the number by 2, down to 5 so I must move the canoe 15".

When reaching shore the canoe forfeits any remaining movement. Unless the canoe is beached it will begin to drift *(page, 48)*.

Canoes may enter the table at any speed.

CASTING OFF AND MOORING

Canoes can be tied to a dock or similar structure or drug ashore. It will take the following amount of time to cast off or to moor a boat.
- **Tied -** One turn of uninterrupted activation.
- **Drug ashore -** It takes one person two turns of activation to beach or launch a 3 or 5 man canoe or one turn of activation if two or more characters are doing the task. For *war canoes* the time is doubled.

DRIFTING

Boats will drift in two ways.

- **If tied -** It will drift 3" downriver the first turn after dropping anchor and remain in place.

- **If not tied and not under power -** It will drift 3" down river each turn whether active or not.

REVERSING DIRECTION

Canoes may not move backwards unless the paddlers turn around to face that direction and the occupant that is steering spends one turn of activation getting to the other end. If desired the last occupant can steer but remember the canoe only activates on the Rep of the person steering.

The canoe cannot move in the new, opposite direction, until it has come to a stop.

TURNING

Canoes may make one or two turns depending upon the type of canoe. Here's how we do it:
- The turn may be up to 90 degrees.
- Canoes will always move one canoe length forward before making a turn.

GETTING IN AND OUT OF CANOES

Characters may enter or exit a canoe from land or another canoe at a reduction of 2" to their movement.

Characters may enter into or exit from a canoe from the water at a reduction of half their move.

CANOES IN COMBAT

Canoes can be involved in combat in a variety of ways. They are:
- Attacking swimmers.
- Ramming canoes.
- The occupants can melee.

ATTACKING SWIMMERS

Canoes can be used to rundown swimmers. See the section on Bashing *(page, 48)* for more info.

Occupants can initiate melee or even fire at the swimmer but only when they are active. Here's how we do it:
- To melee the canoe is moved adjacent to the swimmer or the swimmer is moved adjacent to the canoe.
- No Charge into Melee Test is taken. Instead a melee is fought normally.
- Firing at swimmers is handled normally with all combatants, occupants and swimmers, counting as in cover.

MELEEING CANOE OCCUPANTS

Melees inside a canoe or between figures in adjacent canoes are carried out normally. Any character being Stunned or going Out of the Fight has a chance (1-3) of falling out of the canoe and into the water.
- Out of the Fight characters will float 3" downstream each turn, whether active or not. They will drown if not recovered in 1/2d6 turns.
- Stunned characters will float 3"downstream each turn. They will recover normally.

BASHING

If desired players can ram their canoe into another canoe or swimmer in the following way:
- When it is its turn to move the canoe moves to 6" from the target canoe or swimmer. It *must* have enough movement to contact the target. This is different than the normal Charge into Melee rules.

- The character steering the canoe takes a Challenge Test *(page, 28).*
- If the Challenge is successful the target is struck and both canoes and swimmer go to the Bash Table.
- If the Challenge is failed the canoe will pass 1/2d6" to the left (1-3) or right (4-6) of the target the remainder of its movement.

HOW TO BASH

When directed to roll on the Bash Table by a successful Challenge it is time to see what happens to the attacker and target. Here's how we do it:

- Each player starts with 1d6 for each active paddler. *This means a swimmer will roll only 1d6!*
- If one canoe is ramming the other to its side, the ramming canoe will roll double their number of d6.
- Both sides roll their d6 looking for successes.
- Determine which side has scored the most successes and consult the Bash Table.
- Immediately carry out the result.
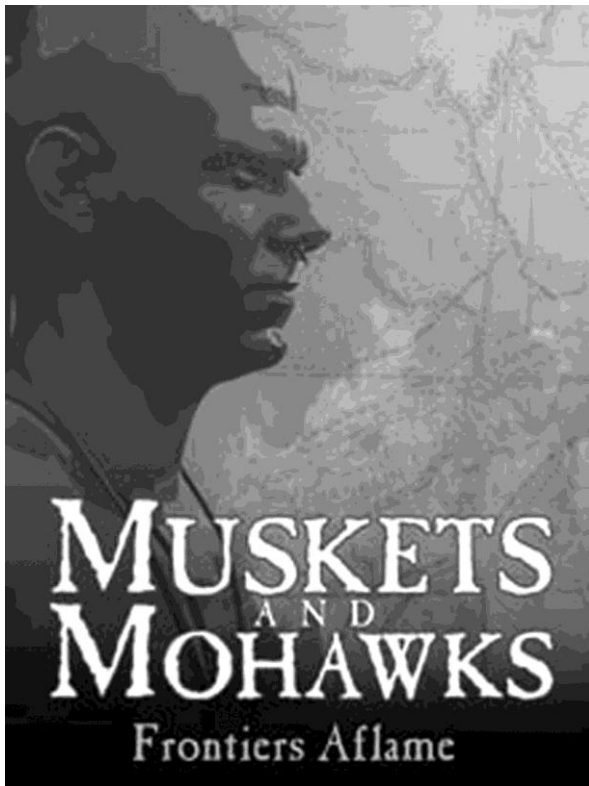
Muskets and Mohawks the unit based companion game to Long Rifle.

#	**BASH** *(Looking for successes)*	

# OF SUCCESSES	*ATTACKER*	*TARGET*
2+ or more	Attacker strikes the target with force. Target canoe flips over and all inside are tossed into the water. Target swimmer rolls 1d6 versus Rep. • Pass 1d6: Swimmer is Stunned. • Pass 0d6: Swimmer is Out of the Fight.	Attacker strikes the target with force. If target canoe is larger attacker canoe flips over and all inside are tossed into the water. Otherwise both canoes come to a halt in contact with occupants of each canoe having a chance (1-3) of being thrown into the water.
1 more	Canoes collide and come to a halt in contact. Occupants of target canoe have a chance (1) of being thrown into the water. Swimmer contacted counts as Stunned.	Canoes collide and come to a halt in contact. Occupants of each canoe have a chance (1) of being thrown into the water. Swimmer evades the blow and canoe continues on remaining movement.
Same number	Canoes collide. Attacking canoe slides to the left (1-3) or right (4-6) of target 1/2d6 inches. Both canoes come to a halt. Swimmer evades the blow and canoe continues on remaining movement.	Canoes collide. Attacking canoe slides to the left (1-3) or right (4-6) of target 1/2d6 inches. Both canoes come to a halt. Swimmer evades the blow and canoe continues on remaining movement.

SWIMMING

When you find yourself in the water it's time to swim. Here's how we do it:

- The test is taken whenever active and in the water. If you do not activate you will drift downstream 3".
- Start with 2d6.
- Modifier this number by any applicable circumstance.
- Roll the modified number of d6 versus your Rep.
- Consult the Swimming Table and immediately carry out the results.

2	SWIMMING TABLE
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
Being helped by an adjacent figure	+1d6
British or French Soldier	-1d6
If currently Stunned	-1d6

# D6 PASSED	RESULT
2	May move up to 6" in any direction. If reach bank may climb out when next active.
1	Stunned will stay afloat and recovers normally. Others may move up to 4" in any direction. If reach bank may climb out when next active.
0	Holy crap! The character gets swept 6" downstream away from any bank. Move the figure 6" downstream from its current location and immediately re-take the test. Pass 1d6 or 0d6: Character drowns and washes ashore 12" down river on the left (1-3) or right (4-6) bank.

THE CHASE

There may be times when you decide that you want a canoe chase. Well this section will explain how to do it. You will not be using the tabletop for much of the chase. If you escape then no need to set up terrain. But if you decide that you can't outrun them then you can move the canoes to the tabletop and continue your Encounter on land.

RUNNERS AND CHASERS

The canoes that are fleeing are called the Runners. Those that are pursuing are called the Chasers.

THE CHASE GRID

As mentioned earlier the canoe chase does not start on the tabletop although it could end there. Instead we use the Chase Grid pictured below.
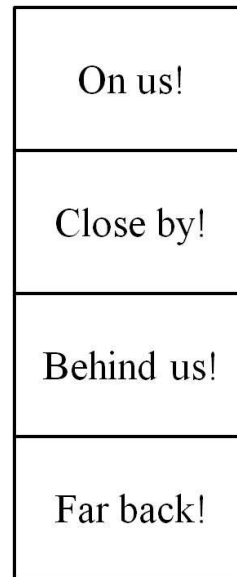
The Chase Grid represents the part of the water that the canoes are moving over. The grid is divided into four areas:

- *On us!*
- *Close by!*
- *Behind us!*
- *Far back!*

WHO'S CHASING?

Unless specified in advance use the Chase Generation Table to determine how many canoes are chasing the Runners. Here's how we do it:

- Determine the Territory Investment Level *(page, 32).*
- Roll 1d6 for each Runner and add the result to the Territory Investment Level.
- Consult the Chase Generation Table.

1	**CHASE GENERATION**
	(Added to the Territory Investment Level)

#	RESULTS
2	One 3 Man Canoe with 1/2d6 Indians
3	One 5 Man Canoe with 2+1/2d6 Indians
4	One 3 Man Canoe with 1/2d6 Indians
5	One 5 Man Canoe with 2+1/2d6 Indians
6	One 5 Man Canoe with 2+1/2d6 Indians
7	One War Canoe with 6 + 1/2d6 Indians
8	Two 5 Man Canoes with 2+1/2d6 Indians each
9	One War Canoe with 6 + 1/2d6 Indians
10	Three 5 Man Canoes with 2+1/2d6 Indians each
11	Two War Canoes with 6 + 1/2d6 Indians each
12	Three War Canoes with 6 + 1/2d6 Indians each

Example - Two canoes are fleeing from pursuers. I roll 1d6 for the first Runner and score a 3. Added to the Territory Investment Level of 4 I get an 8. Looking on the Chase Generation Table I see that two 5 Man Canoes with 2+1/2d6 Indians each are chasing. I roll for the other Runner and score a total of 5. This means that there is another 5 Man Canoe with 2+1/2d6 Indians added to the Chasers.

CANOE PLACEMENT

After the number of Chaser has been determined place all of the Runners in the On Us section. Now we must determine where on the grid each Chaser will be placed. Here's how we do it:

- Consult the Canoe Placement Table.
- Each Runner now rolls 2d6 versus the Rep of its occupant that is steering the canoe. Determine how many d6 each Runner has passed.
- Count the lowest number of d6 passed by any Runner. This will be 2d6, 1d6, or 0d6 passed.
- Each Chaser now rolls 2d6 versus the Rep of its occupant that is steering the canoe. Determine how many d6 each Chaser has passed.
- Determine how many d6 each Chaser passed and compare it to the lowest number of d6 passed by the Runners.
- Consult the Canoe Placement Table to see in which section each Chaser is placed.
- The table refers to the number of d6 passed by the Chaser versus the Runner.
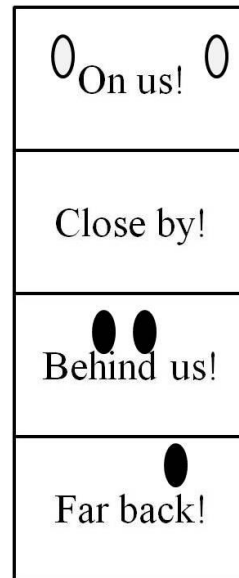
2	**CANOE PLACEMENT**
	(Taken versus Rep)

# D6 PASSED	RESULTS
2 more	Place the Chaser in the "Close by" section.
1 more	Place the Chaser in the "Behind us" section.
Same #	Place the Chaser in the "Behind us" section.
1 less	Place the Chaser in the "Behind us" section.
2 less	Place the Chaser in the "Far back" section.

Once the Runners and Chasers have been placed its time to do the Chase!

Example - In the above picture we see the initial placement of the canoes. All the Runners start in the On Us! section. The lowest number of d6 passed by the Runners was 2d6. One of the chasing canoes passed 2d6, one passed 1d6 and the last passed 0d6. Looking on the Canoe Placement Test we see that two of the canoes are placed in the Behind Us! section while the third goes in the Far Back! section.

RESOLVING THE CHASE

Once all canoes have been placed it's time to conduct the Chase. The Chase is played out in the following way:

- At the start of each turn each canoe will rolled 1d6 versus the Rep of each active paddler. Count Soldiers at one Rep lower than they actually are.
- Determine how many d6 each *canoe* passes.

- Compare the number of d6 passed by each canoe to the number of d6 passed by the highest scoring Runner (called the Leader).
- Consult the Resolving the Chase Table and move the canoes accordingly. Note that the Leader will always remain in the "On Us" section of the grid. Those that pass more d6 will move closer one grid, those that pass less d6 will drop back one grid, and those that pass the same number will stay in place.

RESOLVING THE CHASE
(Taken versus Rep)

# D6 PASSED	RESULT
More than the Leader	Move up one section on the grid. Carry out any allowed combat.
Same as the Leader	Stay in the current section of the grid. Carry out any allowed combat.
Less than the Leader	Drop back one section on the grid. Carry out any allowed combat.

Any canoe that drops off the grid is out of the Chase.
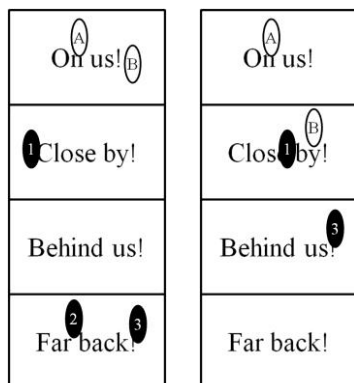
Example -At the start of the turn the two Runners are in the On Us section. Chaser canoe 1 is in the Close By section while Chaser canoes 2 and 3 are in the Far Back section. All of the canoes roll 1d6 versus the Rep of each of their paddlers. Remember that one of the occupants in each canoe will be steering so does not count as an active paddler. See the previous illustration, on the left.

Runner A rolls 1d6 for each of its three active paddlers and passes 2d6. Note that all the paddlers do not have to be the same Rep. As this is the highest number of d6 passed by the Runners he is the Leader and stays in the On Us! section. All others canoe will compare their d6 passed to the Leader and move according to the resolving the Chase Table.

Runner B does the same and passes 1d6. Looking on the Resolving the Chase Table we see that Runner B drops back one section into the Close By! section.

Chaser 1 passes 2d6, the same as the Leader. Chaser 1 stays in the Close By! section.

Chaser 2 passes 1d6, less than the Leader. Chaser 2 drops back one section and falls off of the grid. He is out of the chase.

Chaser 3 passes 3d, more than the Leader. Chaser 3 moves up one section.

See the previous illustration, on the right, for the new positions of the canoes.

COMBAT!

Once all canoe movement has been finished on the grid there may be combat by the occupants of each canoe. Here's how we do it.

SHOOTING

Each figure that is armed with a ranged weapon and is not paddling or steering may fire their weapon.

- Hand thrown weapons and pistols must be in the same section of the grid.
- All others may fire into an adjacent section of the grid.
- All figures in canoes count as being in cover when fired at from outside the canoe.

MELEE

Melee can be conducted by figures in the same canoe or canoes that are in contact in the following way:

- The Charge into Melee Test is not taken.
- Figures declare that they wish to melee and the target and the figures are paired off.

ORDER OF COMBAT

Each figure that is eligible to shoot or melee will take the In Sight Test *(page, 11)* with the following changes:

- Those that were actively paddling prior to combat will count a -1d6 when rolling on the In Sight Table.
- Only the Character Type and Ducking Back or Runaway circumstances apply.
- In Sight is resolved normally.
- Take any necessary Reaction Tests after the In Sight has been completed and carry them out normally.

AFTER COMBAT

After combat has occurred and all Reaction Tests have been taken return to the Chase.

REACTION RESULTS

Reactions are taken normally and convert in the following ways when taken by those in canoes.

CARRY ON – The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Duck Back
- Obviously Dead
- Out of the Fight
- Runaway.
- Stunned

CHARGE - The figures count as Carry On.

COHESION TEST - The figure immediately causes the group to take the Cohesion Test *(page, 15)*.

Duck Back - *Lie low* in the canoe trying to get out of sight. Will not paddle or anything else until having spent one turn of activation *lying low*.

FIRE - The figure fires his weapon if able.

OBVIOUSLY DEAD – The figure has taken damage that is so severe it is obvious that the figure is dead.

OUT OF THE FIGHT – The figure has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by an enemy he is considered to be captured or dispatched as desired. Roll 1d6 versus Rep. If pass 1d6 the figure remains in the canoe. If pass 0d6 the figure falls overboard and will drown if not reached within two turns *(Swimming, page, 50)*.

RUNAWAY - Head for the shore. Canoe will head for the shore. If the canoe makes it set up the table and run a Chase Encounter on land *(page, 37)*.

RUSH SHOT - The figure immediately fires counting the Rushed Shot penalty.

STUNNED – Figure may not act or react until having spent one full turn of activation doing nothing. Those contacted by enemies while stunned can be captured or dispatched as desired. Roll 1d6 versus Rep. If pass 1d6 the figure remains in the canoe. If pass 0d6 the figure falls overboard *(Swimming, page, 50)*.

TAKING IT TO THE TABLETOP

If you need or decide to end the Chase before the Runners have been caught here's how it is done:

- The tabletop will be a Chase Encounter *(page, 37)*.
- The Runners will enter from sections 7, 8, or 9. The canoes are placed at the table edge.
- Chasing forces will arrive on the table top in a number of turns equal to the grid sections they were behind the Runners, plus one.

CONTINUING THE CHASE

It may be possible that some of the Runners will head for the tabletop while others continue the Chase. This is fine. Just remember that if they choose to head for the tabletop at a later time during the chase they are not on the same tabletop!

Example - Two Huron 5 Man Canoes are chasing two hunter/trapper 3 Man Canoes. One hunter/trapper scores a result of Runaway and heads for shore. The other canoe continues on the water. One Huron canoe goes after the one headed for shore while the other continues the chase.

Whenever Runners separate, roll 1d6 for each chasing canoe, with the even results going after one Runner and the odd results going after the other. This may mean that one or more of the Runners are not chased!

RETURNING TO THE CHASE

It is possible that once the chase has been taken to the tabletop that the Runners can make their way back to their canoes. If they do they can re-enter the water and the Chase may resume. Each turn later that the chasing force re-enters the water places them one grid section behind the Runners.

AFTERWARDS

After each Encounter is over its time to see what happens to your band.

IMPROVING REP

During the campaign there is a chance that your Grunts can see their Rep improve *after* each Encounter. This is taken before any New Recruits arrive. Here's how we do it:

- The Grunt shot at and scored a casualty or meleed with an enemy. If hunting he scored a kill on any animal except for Small Game.
- The Grunt did not Runaway.
- The Grunt did not go Out of the Fight.
- The Encounter was a success.

If *all* four conditions are met the Grunt has a chance to increase its Reputation. Here's how we do it:

- Roll 1d6 versus its Rep.
- If the score is higher than the current Rep or a "6" the Grunt raises its Rep by one level. The maximum Rep the Grunt can ever be raised to will be six.
- Any other score and the Rep remains the same.

DECREASING REP

Just as a Grunt can have its Rep increase so can it see its Rep reduced after an Encounter. This is taken before any New Recruits Replacements arrive. Here's how we do it:

- The Grunt suffered a Runaway result and returned.
- The Grunt suffered an Out of the Fight Result.

If *any* of the two conditions are met by the Grunt there is a chance its Reputation is reduced. Here's how we do it:

- Roll 1d6 versus its Rep.
- If the score is a "1" the Grunt reduces its Rep reduced by one level. This can be due to fatigue, injuries, or any other combination of factors.
- Any other score and the Rep remains the same.

NEW RECRUITS

After your first band has been recruited the only way to recruit more is by meeting them during an Encounter or to see if you have attracted more. Here's how we do it:

- At the end of each month (March through September) there will be 1/2d6 new recruits for you to choose from.
- Roll them up on the Party Generation Table.

- Next roll 1d6 versus your Personal Loyalty *(page, 30)*.
- Next roll 1d6 versus your Rep *(page, 5)*.
- Determine how many d6 were passed between both rolls.
- Consult the New Recruits Table and immediately apply the results.
- Roll once for each potential recruit.

1+1	NEW RECRUITS
	(Taken vs. the Personal Loyalty/Rep of the Star)

# D6 PASSED	RESULT
2	New Recruit joins your band.
1	If the recruit has a Rep of 3 he will join the band. If the recruit has a Rep higher than 3 he will not.
0	No luck, no recruit.

FINAL WORD

Long Rifle is made for gaming in the French and Indian War but it can be used for any black powder period. We've added some lists from other periods for you to try. If you feel you need to add, subtract, or tweak the lists to fit, don't hesitate. I'm not a real fan of hand-wringing about what units were where and when, just play the game and have fun.

Long Rifle is the kind of game in the kind of period where it's perfect as a break from your other gaming. Generate your Star, play two or three months in a campaign for a nice change of pace and if you want put it away. It'll be there for you when you come back and you can pick up right here you left off.

That's not to say that *Long Rifle* isn't great for everyday gaming. It is. Use it like you want, with all the bells and whistles or not, but whatever you decide, just use it.

Ed - December 20, 2011

OTHER PERIODS

Muskets and Mohawks is the unit based game for the French and Indian War from Two Hour Wargames. But it can be used for any black powder time period as well.

We've added lists for four additional periods:

- The American Revolution.
- The War of 1812.
- The Napoleonic Wars.
- The Texas War of Independence.

Recognize three things with these lists.

1 - We assume that the people using these lists will have a workable knowledge of the time period and if not, even better! They are done for the casual gamer who wants to play games as soon as possible. Consequently the lists are user friendly and light on historical data. Use them as a guideline and feel free to dig deeper into these periods to get historical info on the units that fought during these wars.

2 - The lists are a bit different that those used in *Muskets and Mohawks*. You only have to go down each list and roll 2d6 when called upon to determine the Rep of the unit. The Rep Generation Table found in *Muskets and Mohawks* is only used for generating the Rep of the Leaders.

3 - The lists can be used with *Long Rifle* as well if desiring to game those bloody little skirmish fights in the Spanish Peninsula as well as similar actions in similar wars.

Here they are and enjoy!

YEAH BUT!

If you come across information on a period that indicates other unit types that are not on the lists just make the stats and use them. It's you game so tweak the lists as much as you want, just play the game!

AMERICAN REVOLUTION

In this section we cover the American Revolution. The *Muskets and Mohawks* rules as well as *Long Rifle* can be used as is.

AMERICAN (4)

TYPE	TRAINING	REP	WEAPON
Regulars	Regular	4	As figure
Irregulars	Irregulars	4	As figure
Militia	Regular/Irregular	3	As figure
Cavalry [1]	Cavalry	4	As figure
Artillery	Artillery	4	na

(1) May also have Militia Cavalry at Rep 4.

FRENCH (3)

TYPE	TRAINING	REP	WEAPON
Regulars	Regular	4	As figure
Cavalry [1]	Cavalry	5	As figure
Artillery	Artillery	4	na

(1) May have one unit of Hussars.

BRITISH (4)

TYPE	TRAINING	REP	WEAPON
Regulars [1]	Regular	4	As figure
Irregulars [2] [3]	Irregulars	4	As figure
Cavalry [4]	Cavalry	4	As figure
Artillery	Artillery	4	na

(1) Includes Light and Grenadiers as well.

(2) Tories.

(3) May also be Allied Indians.

(4) May have up to two units of Rep 4 Dragoon units and Rep 4 Tory Cavalry.

WAR OF 1812

In this section we cover the War of 1812. The *Muskets and Mohawks* rules as well as *Long Rifle* can be used as is.

AMERICAN (4)

TYPE	TRAINING	REP	WEAPON
Infantry	Regular	3/4 [1]	As figure
Rangers	Irregulars	4	As figure
Militia	Regular/Irregular	3/4 [2]	As figure
Lt Dragoons[3]	Cavalry	4	As figure
Artillery	Artillery	4	na

(1) Infantry would be Rep 3 in 1812 and a mixture of Rep 3 and Rep 4 afterwards. (2) Militia would normally be Rep 3 but one could make a case for Tennessee and Kentucky Volunteers being Rep 4. (3) May also have Militia Cavalry at Rep 4.

BRITISH (4)

TYPE	TRAINING	REP	WEAPON
Regulars [1]	Regular	4	As figure
Indians	Irregulars	4	As figure
Cavalry [2]	Cavalry	4	As figure
Artillery	Artillery	4	na

(1) Includes Light and Grenadiers as well. (2) May also have Militia Cavalry at Rep 4.

NAPOLEONIC WARS

These lists loosely cover the armies that fought in these wars which were fought from 1799 to 1815. Originally an attempt to maintain French strength gained during the French Revolutionary Wars, they became efforts by Napoleon to affirm his supremacy over Europe.

The battles raged the entire length of Europe from Portugal in the west to Russia in the east. Nor was it confined to Europe as French and British forces combated each other in Egypt as well.

These lists cover the armies that fought these wars including those that participated in the final campaign upon Napoleon's return from exile culminating in his defeat at Waterloo.

These are not the definitive army lists for this time period but provide enough variety to capture the flavor of the period and provide a good game.

SPECIAL NOTES

The following rules are available for use with *Muskets and Mohawks*.

CAMPAIGN MORALE

Each army has a number in parenthesis after its name. This is their starting Local Campaign Morale. Feel free to modify this as desired.

CAVALRY

Cavalry are armed with sabers (swords) except for lancers. All will carry the carbine as well.

CUIRASSIERS

Cuirassiers are large men on large horses that also wore a breastplate that provided some protection. To reflect this cuirassiers are count an additional +1d6 when rolling on the Charge into Melee and Melee Resolution Tables.

GUNNERS

For simplicity sake all Gunners are Rep 4.

REGULAR AND LIGHT TROOPS

All troops on the lists count as Regulars and are limited to formed line or square if using the optional Square Formation rule. Those designated as Light Infantry (LT) will count as Irregular when Unformed as well as Regular when using formed line or square.

ADDITIONAL ARMY LISTS FOR MUSKETS & MOHAWKS

All infantry are armed with muskets unless specified otherwise.

SQUARE FORMATION

If desired players may choose to add the use of the square formation by Regular infantry with the following adjustments:

- Squares are represented by the figures in mob facing all directions.
- Squares cannot move.
- Artillery will roll double the normal number of d6 when inflicting casualties on a square.
- Forming a square can only be done from formed line and takes a full turn.
- If charged by cavalry and the infantry choose to attempt to form a square roll 1d6. Add the result to the Rep of the unit. Subtract the number of inches that the charging cavalry unit is to the target infantry. If the result is zero or a positive number the infantry has formed square. If the result is a negative number the attempt was unsuccessful and the infantry are instead unformed.
- Cavalry charging a formed square will "Retire" instead.

FRANCE AND HER ALLIES

These are the lists of France and the allied armies that fought with her at various times during the wars.

FRANCE (4)

INFANTRY	REP
National Guard	3
Line	4 [1]
Legere (LT)	4 [1]
Swiss (LT)	4
Vistula Legion (LT)	5 (1-2) or 4 (3-6)
CAVALRY	REP
Chasseurs	4
Lancers - Lance	4
Hussars	5
Vistula Uhlans - Lance	4
Dragoons	4
Cuirassier	5

(1) If 1814count as Rep 3.

French Leaders receive an additional +1 to their Reputation Generating roll.

BADEN (3)

TYPE	REP
Line	4
Jagers (LT) - Rifle	5
CAVALRY	REP
Lt. Dragoons	4
Hussars	5

BAVARIA (3)

TYPE	REP
Line	4
Shutzen/ Jagers (LT) - Rifle	5
Light (LT)	4
CAVALRY	REP
Chevauleger	4
Uhlans - Lance	4
Dragoons	4

BERG (3)

TYPE	REP
Line	4
CAVALRY	REP
Lancers - Lance	5

CONFEDERATION OF THE RHINE (3)

TYPE	REP
Line	4
Light (LT)	4
CAVALRY	REP
Chevauleger	4

HESSE-DARMSTADT (3)

TYPE	REP
Line	4
CAVALRY	REP
Chevauleger	4
Hussars	5

GRAND DUCHY OF WARSAW (4)

TYPE	REP
Line	4
CAVALRY	REP
Chasseurs	4
Uhlans - Lance	4
Hussars	5

Polish Leaders receive an additional +1 to their Reputation Generating roll.

ADDITIONAL ARMY LISTS FOR MUSKETS & MOHAWKS

ITALY (3)

TYPE	REP
Line	4
Light (LT)	4
CAVALRY	REP
Chasseurs	4
Dragoons	4

NAPLES (2)

TYPE	REP
Line	4
Light (LT)	4
CAVALRY	REP
Chasseurs	4
Dragoons	4

Neapolitan Leaders receive an additional -1 to their Reputation Generating roll.

SAXONY (3)

TYPE	REP
Line	4
Light (LT)	4
CAVALRY	REP
Chevauleger	4
Dragoons	4
Hussars	5
Cuirassiers	5

WESTPHALIA (3)

TYPE	REP
Line	4
Light (LT)	4
CAVALRY	REP
Chevauleger	4

WURTTEMBERG (3)

TYPE	REP
Line	4
Jagers (LT) - Rifle	5
Light (LT)	4
CAVALRY	REP
Chevauleger	4

ENEMIES OF FRANCE

These are the lists of the nations that that fought against France at various times during the wars.

AUSTRIA (2)

TYPE	REP
Line	4
Jagers (LT) - Rifle	5
Grenz (LT)	4
CAVALRY	REP
Chevauleger	4
Uhlans - Lance	4
Dragoons	4
Hussars	5
Cuirassiers	5

Austrian Leaders receive an additional -1 to their Reputation Generating roll.

GREAT BRITAIN (5)

TYPE	REP
Line	4
Rifles (LT) - Rifle	5
Light (LT)	4
CAVALRY	REP
Light Dragoons	4
Hussars	5
Dragoons	4
Guard Dragoons	5

British Leaders receive an additional +1 to their Reputation Generating roll.

PORTUGAL (3)

TYPE	REP
Militia	3
Line	4
Cacadores (LT)	4
CAVALRY	REP
Light Dragoons	4

PRUSSIA (3)

TYPE	REP
Landwehr	3
Line	4
Shutzen/Jagers (LT) - Rifle	4
CAVALRY	REP
Landwehr - Lance	4
Uhlans - Lance	4
Dragoons	4
Hussars	5
Cuirassiers (#)	5

(#) Prussian cuirassiers do not get the cuirassier bonus.

RUSSIA (4)

TYPE	REP
Line/Musketeers	4
Jagers	4
CAVALRY	REP
Cossacks - Lance - Irregular	4
Uhlans - Lance	4
Dragoons	4
Hussars	5
Cuirassiers	5

Russian Leaders receive an additional +1 to their Reputation Generating roll.

SPAIN (2)

TYPE	REP
Guerillas - Irregular	3
Militia	3
Line	4
Light (LT)	4
CAVALRY	REP
Chasseurs	4
Dragoons	4
Hussars	5

Spanish Leaders receive an additional -1 to their Reputation Generating roll.

TEXAS WAR OF INDEPENDENCE

In 1833 Mexico, of which Texas was a province, was in turmoil. Into this confused setting stepped Antonio Lopez de Santa Anna who, in a daring coup, became the new Mexican president. Among the factions supporting Santa Anna were the Texans, or Texians as they referred to themselves. Santa Anna promised reform but once in power the governmental restrictions applying to Texas remained in place. Attempts to present Texian grievances only resulted in numerous arrests, and eventually open warfare between the Mexican government and their Texian subjects.

These disputes culminated with the forming of a provisional Texian government in 1835, followed in 1836 by a declaration of independence from Mexico. The most famous of all the battles that occurred during this time occurred at the Alamo.

Much has been written about this famous siege, which lasted from February 23 to March 6, 1836. The defenders sought to make a stand and delay the Mexican army giving time for the Texian settlers to organize into a military force. In the early morning of the 6th the Mexican band struck up the "Deguello", the Spanish tune signifying no quarter. Soon the Mexicans had breached the walls and the defenders were killed. Among the dead were the famous frontiersmen Jim Bowie and Davy Crockett.

However, they had succeeded in their mission in buying time and as a result, on April 21st Sam Houston led an attack on the unprepared Mexican army at the San Jacinto River. In a matter of minutes, the battle was over and Santa Anna was captured. This was the decisive engagement of the war, ensuring independence for what would eventually become the state of Texas.

The War of Texan Independence was more than Texians fighting Mexicans. Much like the American War of Independence, it was more a revolution of the people who lived in Texas against an oppressive tyrant who ruled from afar. It should be noted that many of the armed settlers in Texas were Mexicans who fought side by side with their Anglo-American neighbors.

CAMPAIGN MORALE

Each army has a number in parenthesis after its name. This is their starting Local Campaign Morale. Feel free to modify this as desired.

ADDITIONAL ARMY LISTS FOR MUSKETS & MOHAWKS

TEXIANS

Texian was the term Anglo-American settlers of Texas used to refer to themselves. The Texian army of this period was composed of a variety of troop types. Few had any formal military experience, while a few more had some experience in Indian fighting while some had no military experience at all. Steeped in the American tradition of citizen soldiers called to arms in emergencies, few Texians held much regard for professional soldiers.

In addition to native Texians, many volunteers arrived from the United States to swell the ranks of the Texian army. These ranged from relatively green bands of adventurers to well organized companies. Some of these volunteers were "deserters" from the U. S. Army who brought their weapons and gear with them.

TEXIAN (3)

TYPE	TRAINING	REP	WEAPON
Mounted Scout [#]	Irregular	4	[#]
Trained Volunteer	Regular	4	[1]
Citizen Volunteer	Irregular	3	[1]
Rancheros [2]	Irregular	4	[2]
Texian Regulars	Regular	4	Musket
Gunners	Artillery	4	na

(#)Not "cavalry" in the true sense of the word, these mounted men served as the "eyes and ears" of the Texian army. Whether they were Texian (1-4) or Tejano (5-6) (Mexicans that sided with the Texians) these men were used to spy on the enemy and for raiding deep into enemy territory. Whenever possible they avoided contact with Mexican cavalry. This is reflected by counting one Rep lower when rolling on the Charge into Melee Table. Each scout carries a rifle (1-3), musket (4-5), or carbine (6), in addition to a tomahawk or knife. Some carry two pistols (1-3) in addition to a long arm. Briscoe's company at Mission Concepcion furnishes an example of mounted scouts.

(1) Armed with rifle (1-4) and tomahawk/knife or musket (5-6) and tomahawk/knife.

(2)These Tejanos were mounted cowboys of the large haciendas who sided with the Texians. They are armed with knives, as well as one of the following: pistol (1-2), carbine (3-4), or lance (5-6). Juan Seguin's company provides an example of rebel rancheros. These troop types were available starting in 1835.

MEXICAN ARMY OF OPERATIONS

The Mexican Army was divided into "Permanente", or full time, soldiers and "Activo", or State militia.

A dwindling treasury, the need to quash frequent rebellions, and anti-military legislation had all combined to leave the Mexican army ill prepared for a campaign in far away Texas. That Santa Anna secured sufficient loans to raise and equip the Army of Operations was quite a feat in itself.

Sadly for the Generalissimo the ad hoc nature of the force meant that it had more than its share of green recruits and unwilling conscripts around a dwindling core of seasoned troops.

What Santa Anna did have going for him, when the army crossed the Rio Grande bent on the re-conquest of Texas in February 1836, was numbers. *"Quantity has a quality all its own",* as the saying goes.

MEXICAN (2)

TYPE	TRAINING	REP	WEAPON
Cazadores [#]	Regular	4	[#]
Grenadaros [1]	Regular	4	Musket
Activo Fusileros	Regular	3	Musket
Permanente Fusileros	Regular	4	Musket
Zapadores [2]	Regular	5	Musket
Cavalry	Regular	4	Lance [3]
Rancheros [4]	Irregular	4	[4]
Gunners	Artillery	4	na

(#)One company of each infantry battalion was designated a cazador company. These were regularly trained sharpshooters occasionally armed with Baker Rifles (1-2) or usually muskets (3-6). Cazadores were picked for their marksmanship and count as light troops.

(1) One company of each infantry battalion was designated a grenadier company. Composed of the best soldiers of the battalion, Grenadaros were used primarily as reserve or shock troops.

(2) These were the army sappers and these elites were used as assault troops.

(3) Cavalry were divided into two types, "Presidial" (1 – 3), or frontier lancers that excelled at tracking bandits and Indians, and Lancers (4 – 6). These last were designated light cavalry, dragoons, or similar with all types filling interchangeable roles. Presidials and Lancers will be armed with lance and carbine.

(4)These were mounted cowboys of the large haciendas who sided with the Mexicans. They are armed with knives, as well as one of the following: pistol (1-2), carbine (3-4), or lance (5-6). Used primarily as scouts.

LONG RIFLE ROSTER SHEET

STAR ROSTER

IDENTIFICATION	INFO	WEAPON	RANGE	IMPACT
Name				
Star or Grunt				
Rep				
Profession				
Fame Points				
Personal Loyalty				

ATTRIBUTE	EFFECT

FRIENDS	NOTES	ENEMIES	NOTES

QUICK & EASY GRUNT ROSTER

NAME	PROFESSION	REP	ATTRIBUTE	EFFECT	WEAPON	RANGE	IMPACT

2 *HUNTER/TRAPPER & SCOUT*

* Star may choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire * (Ldr) *+1d6 if in cover*	***If retrieving wounded -*** Carry On. ***If in range and loaded -*** Fire. ***If out of range or unloaded -*** Charge into Melee if in reach, otherwise Duck Back.	***If retrieving wounded -*** Carry On. ***If in range and loaded -*** Fire. ***If out of range or unloaded -*** Duck Back.	***All -*** Take Cohesion Test.
Man Down * (Ldr) *+1d6 if in cover*	***All -*** Carry On.	***If no others carrying on within 4" -***Duck Back. ***Otherwise -*** Carry On.	***All -*** Take Cohesion Test.
Cohesion Test (Ldr) * *Taken by group*	***All -*** Carry On.	***If one or more friends Stunned, Out of the Fight or Obviously Dead -*** Runaway. ***Otherwise -*** Carry On.	***All -*** Runaway.
Recover From Knock Down	***Stunned -*** Figure may not act or react until having spent one full turn of activation doing nothing.	***Out of the Fight.***	***Obviously Dead.***

2 *WARRIOR AND IRREGULAR*

* Star may choose to pass 2d6, 1d6 or, 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) * *+1d6 if in cover*	***If retrieving wounded -*** Carry On. ***If in range and loaded -*** Fire. ***If out of range or unloaded -*** Charge into Melee if in reach, otherwise Carry On.	***If retrieving wounded -*** Carry On. ***If in range and loaded -*** Fire but Rush Shot. ***If out of range or unloaded -*** Charge into Melee if in reach, otherwise Duck Back.	***All -*** Take Cohesion Test.
Man Down (Ldr) * *+1d6 if in cover*	***All -*** Carry On.	***If no others carrying on within 4" -*** Take Cohesion Test. ***Otherwise -*** Carry On.	***All -*** Take Cohesion Test.
Cohesion Test (Ldr) * *Taken by group*	***All -*** Carry On.	***If one or more friends Stunned, Out of the Fight or Obviously Dead -*** Runaway. ***Otherwise -*** Carry On.	***All -*** Runaway.
Trophies[*]	***All -*** Carry On.	***All -*** Immediately move 8" to take Trophy.	***All -*** Immediately move 16" to take Trophy.
Recover From Knock Down	***Stunned -*** Figure may not act or react until having spent one full turn of activation doing nothing.	***Out of the Fight.***	***Obviously Dead.***

2   *SETTLER*

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) * *+1d6 if in cover*	**If retrieving wounded -** Carry On. *If in range and loaded* - Fire. *If out of range or unloaded* - Duck Back.	*All* - Duck Back.	*All* - Take Cohesion Test.
Man Down (Ldr) * *+1d6 if in cover*	*All* **-** Carry On.	**If no others carrying on within 4" -** Take Cohesion Test. ***Otherwise* -** Carry On.	*All* **-** Take Cohesion Test.
Cohesion Test (Ldr) *	*All* **-** Carry On.	**If one or more friends Stunned, Out of the Fight or Obviously Dead -** Runaway. ***Otherwise* -** Carry On.	*All* **-** Runaway.
Recover From Knock Down	***Stunned* -** Figure may not act or react until having spent one full turn of activation doing nothing.	***Out of the Fight.***	***Obviously Dead.***

2   *SOLDIER*

* Star may choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) * *+1d6 if in cover*	**If retrieving wounded -** Carry On. **If in range and loaded -** Fire. **If out of range or unloaded -** Charge into Melee if in reach, otherwise Carry On.	**If retrieving wounded -** Carry On. **If in range and loaded -** Fire but Rush Shot. **If out of range or unloaded -** Duck Back.	*All* **-** Take Cohesion Test.
Man Down (Ldr) * *+1d6 if in cover*	*All* **-** Carry On.	*All* **-** Carry On.	*All* **-** Take Cohesion Test.
Cohesion Test (Ldr) * *Taken by group*	*All* **-** Carry On.	**If more friends Stunned, Out of the Fight or Obviously Dead than Carrying On -** Runaway. ***Otherwise* -** Carry On.	*All* **-** Runaway.
Recover From Knock Down	***Stunned* -** Figure may not act or react until having spent one full turn of activation doing nothing.	***Out of the Fight.***	***Obviously Dead.***

2	ANIMALS

* Star may choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire *+1d6 if a Bear*	**Bear -** Charge into Melee with closest hunter. **Mountain Lion -** Charge into Melee with closest hunter. **Wolves -** Charge into Melee with closest hunter. **Elk -** Disappear into cover with hunters *not allowed* a Parting Shot. **Small Game -** Disappear into cover with hunters *not allowed* a Parting Shot.	**Bear -** Charge into Melee with closest hunter. **Mountain Lion -** Charge into Melee with closest hunter. **Wolves -** Charge into Melee with closest hunter. **Elk -** Disappear into cover with hunters *not allowed* a Parting Shot. **Small Game -** Disappear into cover with hunters getting a Parting Shot.	**Bear -** Charge into Melee with closest hunter. **Mountain Lion -** Take Cohesion Test. **Wolves -** Take Cohesion Test. **Elk -** Disappear into cover with hunters getting a Parting Shot. **Small Game -** Disappear into cover with hunters getting a Parting Shot.
Man Down	**Wolves -** Charge into Melee if in reach, otherwise Carry On.	**Wolves -** Take Cohesion Test.	**Wolves -** Disappear into cover with hunters *not allowed* a Parting Shot.
Cohesion Test *Taken by group*	**Mountain Lion -** Charge into Melee if in reach, otherwise Carry On. **Wolves -** Charge into Melee if in reach, otherwise Carry On.	**Mountain Lion -** Disappear into cover with hunters *not allowed* a Parting Shot. **Wolves -** Disappear into cover with hunters *not allowed* a Parting Shot.	**Mountain Lion -** Disappear into cover with hunters getting a Parting Shot. **Wolves -** Disappear into cover with hunters getting a Parting Shot.
Recover From Knock Down *+1d6 if a Bear*	**Bear -** Ignore and remain standing. Take Received Fire Test instead. **Mountain Lion -** Wounded and counts a -2 to Rep. **Wolves -** Stunned. Figure may not act or react until having spent one full turn of activation doing nothing. **Elk -** Wounded and counts a -2 to Rep. Bolts into cover with hunters getting a Parting Shot. Can still be tracked. **Small Game -** Obviously Dead.	**Bear -** Wounded and counts a -2 to Rep. **Mountain Lion -** Obviously Dead. **Wolves -** Wounded and counts a -2 to Rep. **Elk -** Obviously Dead. **Small Game -** Obviously Dead.	**Bear -** Obviously Dead. **Mountain Lion -** Obviously Dead. **Wolves -** Obviously Dead. **Elk -** Obviously Dead. **Small Game -** Obviously Dead.

REP	IN SIGHT

(Looking for successes)

A score of 1, 2, or 3 is a success
A score of 4, 5, or 6 is a failure.

CHARACTER TYPE	MOD
Scout	+1d6
Settler	-1d6
ATTRIBUTE	**MOD**
Heightened Senses	+1d6
Slow to React	-1d6
CIRCUMSTANCE	**MOD**
Active - Character is active and moved	-1d6
Concealed - Enemy is concealed or in cover	-1d6
Ducking Back - Character is Ducking Back	(1)
Runaway - Character is Running Away	(1)

(1) Ducking Back or Running Away figure cannot fire and will complete its reaction instead.

IN SIGHT RESOLUTION

WHEN IT'S YOUR TURN

Stars can choose to Fire, Charge into Melee, Duck Back, Finish Movement or Runaway as desired.

Grunts roll 1d6 versus Rep.
- Pass 1d6 - Carry out the action for the situation.
- Pass 0d6 - Duck Back

SITUATION	ACTION
Weapon is loaded	***All -*** Fire.
Weapon is unloaded	***Settlers -*** Duck Back. ***Others -*** If in range Charge into Melee. If not in range Duck Back.
If unarmed	***Settlers -*** Roll 1d6 versus Rep. • Pass 1d6 - If in range Charge into Melee. If not in range Duck Back. • Pass 0d6 - Runaway. ***Others -*** If in range Charge into Melee. If not in range Duck Back.

1	RANGED COMBAT

(1d6 + Rep)

Any roll of "1" is a misfire.

#	RESULT
7 or less	SHOOTER MISSED
8	**SHOOTER MISSED IF** • Rush Shot. **TARGET WAS MISSED IF** • Charging. • In Cover. • Prone. • Moved Fast. **OTHERWISE – HIT.**
9	**SHOOTER MISSED IF** • Rush shot. **OTHERWISE –HIT.**
10	SHOOTER HITS TARGET
11+	SHOOTER HITS DESIRED VISIBLE BODY PART

RANGED COMBAT

WEAPONS TABLE

TYPE	RANGE	RELOAD	IMPACT
Bow	18	no	1
Carbine	12	yes	2
Knife/Tomahawk	4	retrieve	2
Musket	18	yes	3
Pistol	6	yes	2
Rifle	24	yes x 2	3

2	RELOADING

(Taken vs. Rep)

# D6 PASSED	RESULT
2	Weapon is reloaded and may be fired when next active or in reaction. If prone count as if passed 1d6.
1	Weapon is reloaded but may not be fired before next activation.
0	Argh! Figure fumbles the procedure and weapon is not reloaded. May try to reload when next active.

2   RANGED & MELEE HIT LOCATION
(2d6 added together)

SCORE	HIT LOCATION	IMPACT 1	IMPACT 2	IMPACT 3+
2	*Hit in Head*	*OD*	*OD*	*OD*
3	*Hit in Head*	*KD*	*KD*	*OOF*
4	*Hit in Off Arm*	*KD*	*KD*	*KD*
5	*Hit in Gun Arm*	*KD*	*KD*	*KD*
6	*Hit in Chest (Back)*	*OD*	*OD*	*OD*
7	*Hit in Chest (Back)*	*KD*	*OOF*	*OOF*
8	*Miss if in cover otherwise hit in Gut (Lower Back)*	*KD*	*KD*	*KD*
9	*Miss if in cover otherwise hit in Gut (Lower Back)*	*KD*	*KD*	*OOF*
10	*Miss if in cover otherwise hit to Left Leg*	*KD*	*KD*	*KD*
11	*Miss if in cover otherwise hit to Right Leg*	*KD*	*KD*	*KD*
12	*Miss if in cover otherwise hit to Right Leg*	*KD*	*KD*	*KD*

- **KD** = The target is knocked prone and immediately takes the Recover From Knock Down Test.
- **OOF** = The target is knocked prone and Out of the Fight.
- **OD** = The target is knocked prone and Obviously Dead

2   CHARGE INTO MELEE
(Taken versus Rep)

CHARGER IS:	MODIFIER
Cavalry	+1d6
Irregular or Indian	+1d6
Charging onto the Rear	+2d6
Bear	+1d6
TARGET IS:	MODIFIER
Cavalry	+1d6
Irregular or Indian	+1d6
In cover	+1d6
Need to reload	-1d6

CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
3 or more than opponent	Target Runs Away. Charger occupies the spot that the target vacated and takes Parting Shot if able.	Charger Halts in place. Target fires if able.
2 more than opponent	Target may not fire. Charger moves into melee. No Reaction Tests taken.	Charger halts in place. Target fires if able. No Reaction Tests taken.
1 more than opponent	Target fires if able. Charger moves into melee. No Reaction Tests taken.	Target fires if able. Charger moves into melee. No Reaction Tests taken.
Same number as opponent	Target fires if able. Charger moves into melee. No Reaction Tests taken.	Target fires if able. Charger moves into melee. No Reaction Tests taken.

REP — MELEE COMBAT
(Looking for successes)

A score of 1, 2, or 3 is a success
A score of 4, 5, or 6 is a failure.

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon	0d6
Bayonet	+2d6
Sword	+2d6
War Club	+3d6
Tomahawk, Axe or Knife	+1d6
Bear	+3d6
Mountain Lion	+2d6
Wolf	+1d6
ATTRIBUTE	**MOD**
Brawler	+1d6
Runt	-1d6
CIRCUMSTANCE	**MOD**
Evenly Matched - If scored a result of evenly matched this turn during a melee.	-1d6
Prone - The character is prone and in melee	-2d6

— MELEE RESULTS
(Comparing successes)

# SUCCESSES	RESULT
Score more than opponent	Enemy knocked down. Roll 2d6 on Hit Location Table. Score one Impact point for each success more than opponent.
Score same as opponent	Evenly matched. Remain in melee and when next active may fight another round of melee or break off. If the attacked by another opponent while evenly matched will count a -1d6 in the melee.

2 — PEF MOVEMENT
(Taken versus the Territory Investment Level)

#D6 PASSED	RESULT
2	If there are other PEFs on the table roll 1d6: • (1-2) - PEF moves 16" directly towards nearest PEF and stops 4" away. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. If no other PEFs are on table roll 1d6: • (1-2) - PEF splits into two separate PEFs. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times.
1	If there are other PEFs on the table roll 1d6: • (1-3) - PEF moves 8" directly towards nearest PEF and stops 4" away. • (4-6) - PEF moves 8" towards nearest enemy through cover at all times. If no other PEFs on table roll 1d6: • (1) - PEF splits into two separate PEFs. • (2-6) - PEF moves 8" towards nearest enemy through cover at all times.
0	PEF doesn't move.

1	**PEF RESOLUTION**
	(Result read as rolled)

CIRCUMSTANCE	*MODIFIER*
Add the Territory Investment Level	+2 to +4

#	*TIL 2*	*TIL 3*	*TIL 4*
3	A	x	x
4	B	B	x
5	C	C	C
6	D	D	D
7	D	D	D
8	E	E	E
9	x	E	E
10	x	x	E

A - TRACKS

You have found animal tracks. If you choose to follow them this has become a Hunt Encounter.

B - TRAIL

You have found a trail. If you declare that you are "staying on the trail" then count the Territory Investment Level at one level higher as long as you remain on the trail. You can move off the trail whenever you are active.

C - FRIENDS

You have run into *friends.* Roll 2d6 versus the Territory Investment Level and consult the Friends Table to see who you have met.

2	**FRIENDS**
	(Taken versus the Territory Investment Level)

#D6 PASSED	*RESULT*
2	You have met Settlers. You exchange pleasantries, swap staples and info. Count the Territory Investment Level one lower for remainder of this Encounter.
1	You have met Irregulars. You exchange pleasantries, swap coffee beans and info. Count the Territory Investment Level one lower for remainder of this Encounter.
0	You have met Indians. You exchange pleasantries, swap items and info. Count the Territory Investment Level one lower for remainder of this Encounter.

D - NEUTRALS

You have run into *neutrals.* Roll 2d6 versus the Territory Investment Level and consult the Neutrals Table to see who you have met.

2	**NEUTRALS**
	(Taken versus the Territory Investment Level)

#D6 Passed	**Result**
2	You have met Irregulars.
1	You have met Indians.
0	You have met Soldiers.

E - ENEMIES

You have run into *enemies.* Roll 2d6 versus the Territory Investment Level and consult the Enemies Table to see who you have met.

2	**ENEMIES**
	(Taken versus the Territory Investment Level)

#D6 PASSED	*RESULT*
2	You have met Soldiers.
1	You have met Irregulars.
0	You have met Indians.

2	**HOW MANY GRUNTS**
	(Add the scores together)

#	*NUMBER OF ENEMY*
2	1/2 as many as the party with a minimum of 1.
3	As many as the party less 2 with a minimum of 1.
4	As many as the party less 2 with a minimum of 1.
5	As many as the party less 1.
6	As many as the party.
7	As many as the party.
8	As many as the party.
9	As many as the party plus 1.
10	As many as the party plus 2 more.
11	As many as the party plus 2 more.
12	1/2 as many more than the party with a minimum of 2 more.

X - NOTHING

Actually it was a bad case of nerves.

WHAT HAPPENS NOW

If you run into the Enemy both sides take the In Sight Test.

If you run into Friends you can join them or in some cases (1-2) they may join you. You exchange pleasantries, swap coffee beans and info. *Count the Territory Investment Level one lower for the remainder of this Encounter.*

If you run into Neutrals then things can get a bit dicey.
- Set up all the figures within 3" and LOS of each other if possible but no more than 6" apart.
- Immediately take a Challenge Test with a -1 to your Rep if encountering British or French Regulars
- If successful you exchange pleasantries and swap coffee beans and info. *Count the Territory Investment Level one lower for remainder of this Encounter.*
- If you fail Regulars will insist that you join them and in effect, choose sides. Indians will consider you an enemy with both sides immediately taking the In Sight Test. The European Allies of these Indians may (1) consider you an enemy from now on.

2	CHALLENGE
	(Taken vs. Rep)
	Any result of "6" is an automatic fail.

CIRCUMSTANCE	MODIFIER
Using a Tool	+1
Challenger's Rep is higher than all opponents	+1
Challenger's Rep is lower than all opponents	-1

# D6 PASSED	RESULT
2	Challenge is a success.
1	Opposed Challenge: • Count as passed 0d6. Unopposed Challenge: • May choose not to continue the Challenge. May not try again during this Encounter. • May choose to immediately re-take the Challenge counting pass 1d6 as if passed 0d6.
0	Challenge is failed, suffer the consequences.

"LIVE YOUR LIFE IN PEACE AND QUIET?"

At the beginning of *Muskets and Mohawks* we had a quote...
"*It's not my fight.*" Not everyone wanted to choose sides in the French & Indian War, some just wanted to live their lives in peace and quiet. Well as much as possible on the frontier. If you want to be one of those folks, the *independent hunter/trapper or frontier scout*, then this game is for you.

As a hunter/trapper or frontier scout you start out independent, not favoring one faction or the other. If you choose you can decide to support one side or the other. Or you can try and remain independent. Either way it's going to be hard. The frontier is on fire and the tribes are choosing sides and the militias mobilizing.

Settlements are suffering brutal raids causing harsh retaliation in kind. The frontier's aflame with war! The Kings may not be here but their war is and while many sides can lose only one side will win.

Long Rifle is a man to man skirmish game where you can go it alone or with a few trusted friends. Your goal is to hunt, trap and scout the American frontier having a life of peace and quiet. Think *Last of the Mohicans.*

CAN YOU STAY INDEPENDENT? WILL YOU WANT TO?

Using the rules found in *Muskets and Mohawks* as a base we've taken *Long Rifle* down a different yet complimentary path. We've added some rules, dropped a few and tweaked some to give you a different kind of game, what we call an *immersion game.* In *Long Rifle* you will find:

- A variety of *skills* and *attributes* that allow you to make your characters unique from others.
- An easy to use *character advancement system* where your characters can improve and get stronger as the campaign progresses.
- Six new and different Encounters designed especially for this book.
- Rules for using canoes in your games.
- Rules for hunting and trapping a variety of animals.
- New weapons and new ways to use them.

But remember, there's a war going on. It's a fine line between the two sides and it's time to walk it. The days are growing longer and the snow has left the ground. It's time to return to the woods. It's time to return to your life. It's time to gather a few good followers and head west. It's time to pick up your powder and your ...

LONG RIFLE